



SYSTEM CHEAT SHEET

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STRATEGIES & TACTICS

CUNNING / PATIENT – mental actions – quick solutions vs. disciplined action

Greed / Generosity – taking what you want vs. helping others

Espionage / Knowledge – discovering secrets vs. education/research/problem-solving

SLY / OPEN – physical actions – agility/stealth vs. straightforward physical action

Cruelty / Courage – attacking inferiors / from surprise vs. facing equal/superior opponents

Cowardice / Endurance – avoiding/overcoming physical obstacles vs. long-term skillful effort

DEVIOUS / INSIGHTFUL – social actions – manipulation/control vs. perceiving/accepting things as they are

Corruption / Nurture – drawing out the worst from others vs. drawing out the best from others

Deceit / Honesty – lying/dishonesty vs. convincing others of the truth

Modifying S&T:

Limits: Maximum of seven dots in each paired S&T (the dots can't overlap).

Decrease: Erase a dot.

Increase: Add a dot.

Slide: Move a dot from one S&T to its matched pair.

BASIC MECHANICS

Dice Pool (d10): Strategy + Tactic

Sets: Dice with matching numbers.

Width: Number of dice in each set.

Height: The face value of each die in the set.

Simple Action: Any set indicates success.

Difficult Action: Difficulty = Height required

Maximum Difficulty: 5

Contested Action: Attacker and defender both roll.

Gobble Dice: Each die in a defender's set reduces attacker's set by 1.

Gobble Height: The gobble set must have a Height equal to the attacker's set.

Gobble Timing: If timing is important, the gobble set must have a Width equal to the attacker's set.

FANCY MECHANICS

Advantage: +1 to +3

Pool Advantage: 1 advantage = +1d

Width Advantage: 1 advantage = +1 width to set (if any)

Types: Secret, Surprise, Weapon (advantages of different types can stack)

Called Shot: -1d, set one die in pool to desired number.

Master Dice: Set MD to any desired value after rolling the pool.

Multiple Actions: -1d per action, apply each set rolled to one action.

Different Actions: If attempting different types of actions, use the smallest S&T pool.

Taking Your Time:

- x2 duration, +1 advantage.
- x3 duration, +2 advantage.

STRUGGLE

Step 1: Declare Actions

Lowest to highest **Cunning** (use *Knowledge* to break ties).

Step 2: Roll Pools (simultaneous)

Step 3: Resolve

Widest set goes first. (Use Height to break ties; then most dice rolled.)

Physical defenses must happen before attacks or they have no effect.

Attack Results: On any success, target loses one die out of one set.

Width 2-3: Slide 1 from target Tactic.

Width 4: Decrease target Tactic by 1.

Width 5+: Decrease Strategy above target Tactic by 1.

DAMAGE

Physical Damage: Usually targets *Cruelty* / *Courage*.

PATIENT 0 = BERSERK:

- Can't use *Generosity*, *Knowledge*, *Greed*, *Espionage*, or *Insightful*.
- At the end of the scene, slide *Cunning* to *Patient*. If *Cunning* is also 0, must spend second scene Berserk.
- At the end of second scene, the mortal player decreases any two mental tactics by one each to regain *Patient 1*.

OPEN 0 (MORTALS): Dying. Medical attention allows them to slide 1 point from *Sly* to *Open* at the end of the scene. If they receive no medical attention or have no *Sly*, they die.

SLY/OPEN 0 (HELLBINDER): Demonic targets with *Sly 0* decrease *Open* when *Sly* is targeted and vice versa. If both are at 0, they die.

Intellectual Damage:

- Cannot remove last point of *Open*.
- Target must be willing and able to listen (may require Social attack).

Social Damage:

- Cannot remove last point of *Open*.
- Target can negate damage by agreeing to do what the attacker wants.
- Social damage does not force target to do anything (*Devious 0* doesn't mean you've made them honest; it means you've made them a lousy liar).

COLLATERAL DAMAGE

Collateral Pool: +1d for each (factors stack).

- Each combatant who aggressively uses Dominator Strike, Flame Wreathed, Giant, Horned, Telekinesis, Terror, That Hideous Strength, Wither.
- Single person firing a gun.
- Multiple people firing a gun.
- Each person who gets bloodily mangled.
- There are 12+ people present.
- There are 50+ people present.

Threat: Roll collateral pool at end of each round where dangerous powers are at play.

Height: # of people at risk

Width 2-3: Minor injuries (scrapes, bruises, cuts, twisted ankles)

Width 4: Serious injuries (broken bones, severe burns, concussions)

Width 5+: Death

MOBS

Dice Pool: 1d for each person in the mob

Advantage: +1 weapon advantage for each.

- A mob leader is armed.
- Many people within the mob are armed.
- They're cornered.
- They were mad at their target before the fight started.
- They're trained for conflict or have strong ideological motivation.

Combat:

- Mobs target *Courage*.
- Mobs can be targeted by effects that normally only affect one character.
- Mobs cannot defend. Remove a number of mob members equal to Width of attack:
 - *Height 1-3:* They run or surrender.
 - *Height 4-6:* They're lightly hurt.
 - *Height 7-8:* They're badly hurt.
 - *Height 9-10:* They're dead.

TASKS

Block: *Open* + *Endurance* (generates gobble dice)

Disarm: *Sly* + *Endurance*

Height > Target's Sly: Object leaves target's grip

Height > Target's Endurance: Object ends up in your hands

Exorcism: *Devious* + *Nurture* vs. any Sinister Tactic

- Can only be performed vs. demonhost.
- Must be performed by heartfelt mortal.

Dodge: *Sly* + *Cowardice* (generates gobble dice)

Pin: *Open* + *Endurance*

Height > Target's Open: -1d to all target's sets this round

Height > Target's Cowardice: Target momentarily stuck in place

Sneak Attack: *Cunning* + *Greed* vs. *Cunning* + *Espionage*

Success: +1 surprise advantage

Width 2 vs. no set: +2 surprise advantage

Width 3 vs. no set: +3 surprise advantage

Surprising Truth/Lie: *Devious* + *Honesty* or *Devious* + *Deceit*

Width 2-3: +1 surprise advantage

Width 4: +2 surprise advantage

Width 5: +3 surprise advantage

MISFORTUNES

Simple Hassle: Slide 1 Tactic.

(*Examples:* Fall off wall, slide *Endurance* to *Cowardice*. Neighbor suspects you, slide *Greed* to *Generosity* as you pretend to act like a nice guy to throw off suspicion.)

Significant Setback: Decrease 1 Tactic.

(*Examples:* Under police surveillance, decrease *Greed*. Someone gets access to your bank account, decrease *Generosity*.)

Cataclysmic Catastrophe: Decrease 1 Strategy.

(*Examples:* Fall on third-rail, decrease *Open*. Front page story exposes your secret identity, decrease *Cunning*. Tortured for days or weeks, decrease *Devious* or *Insightful*.)

DEMONIC PREROGATIVE

DEMON BASICS

Active: Demons are considered active for the rest of the scene if the Mortal uses a power.

Communicate: Demons can only communicate if:

- You are active; or
- Mortal gives you permission to speak.

Monitoring: Demons can only monitor the hellbinder's actions if:

- Primary Sinister Strategy > opposite Virtuous Strategy; or
- You are active.

Numinous Sight: When a screwtape is active:

- Screwtape can recognize anyone hosting an angel/demon.
- Screwtape and Mortal can understand anything said by an angel/demon host.
- Cannot penetrate supernatural disguise.

Lore of the Ages: *Patient* + *Knowledge* vs. Difficulty

- *Success:* Learn relevant secret history, infernal gossip, occult weirdness, diabolical topics.
- *Set without Success:* Learn bullshit determined by the GM.

Sinful Perfection: Transform 1d in pool to MD.

- Slide 1 point off Sinister Tactic on the action's line.

ACTIVATING ASPECTS

Demon Compelled: Demon activates Aspect without Mortal's request.

- Roll Aspect's governing Strategy.
 - *Success* = No cost
 - *Failure* = Slide 1 point off governing Strategy

Mortal Request: Mortal requests the Aspect and the Demon chooses to comply.

Mortal chooses to slide 1 point off a Virtuous Strategy.

HELL-DRAGGING

Trigger: Primary Sinister Strategy = 5

- Demon must immediately begin.

Step 1: Cutting Ties

- *Possession (24 Hours):* Demon takes control of Mortal's body and tries to kill/destroy everyone and everything they care about.
 - Demon cannot use its powers, aspects, Sinful Perfection, or other demonic powers during this time.
 - On any success, Mortal can decrease Virtuous Tactic to reduce Width by 1.
- *If Demon Dies:* Mortal goes to afterlife; demon goes to find a new host.

Step 2: Hell on Earth

- *True Form (60 minutes):* Demon's Aspects turn on and can't be turned off.
- *Success:* Demon must gather 5 innocent victims, murder them, and arrange entrails in a pentagram.
- *Failure:* If Demon fails to gather the victims or uses one who isn't actually innocent, decrease Primary Sinister Strategy by 1 and end the attempt.
- *If Demon Dies:* The mortal emerges, relatively unscathed, from wreckage of diabolical form. (Demon can find a new host.)

Step 3: Abyssal Cage Match

- Demon jumps through gate opened in Step 2.
- *In Hell (10 Rounds):* Mortal separates from Demon and has 10 rounds to get back through the portal before it closes.
 - Demon: Gains Wings, Carapace, Flame-Wreathed.
 - Mortal: If killed, reforms with Open 1, Endurance 1, Courage 1.

DOMAIN OF THE HUMAN

MORTAL BASICS

Activating Powers: Mortals control when Powers are used, but the use of any power Activates your demon for the rest of the scene.

Big Demon (Option): Powerful demons grant three powers, but the Screwtape determines when to activate them.

SIN & REPENTING

End of Scene:

1. **Sinning:** Demon nominates one Sinister Tactic/Strategy for increase.
2. **Repenting:** Mortal nominates one Virtuous Tactic to slide.

NATURAL GROWTH

End of Session: Mortal controls growth. All growth must be justified.

- Slide 1 point between two Strategies.
- Increase 1 Virtuous/Sinister Strategy by decreasing 1 Virtuous/Sinister Tactic below it.

SINNING

(pg. 89)

Cruelty

- +1 *Cruelty* – Killing
- +2 *Cruelty* – Kill in Cold Blood
- +1 *Sly* – Kill 100 People at Once

Cowardice

- +1 *Cowardice* – Humiliate Someone
- +2 *Cowardice* – Torture
- +1 *Sly* – Death Trap Worked!

Espionage

- +1 *Espionage* – Victory Gloat
- +2 *Espionage* – Ruining a Hero
- +1 *Cunning* – Steal a Rival's Lover

Greed

- +1 *Greed* – Steal Something You Don't Need
- +2 *Greed* – Ill-Gotten Gains (\$10 million+)
- +1 *Cunning* – Steal Useless & Unique/Priceless

Deceit

- +1 *Deceit* – Openly Betray and Mock Someone Who Trusted You
- +2 *Deceit* – Actively Backstab Friend
- +1 *Devious* – Kill Unsuspecting Ally

Corruption

- +1 *Corruption* – Make Someone Your Minion
- +2 *Corruption* – Become an Institution
- +1 *Devious* – Idolatry (1000+ Worshipers)

REPENTING

(pg. 93)

- Generosity:* Helped someone without debt or gain.
- Knowledge:* Understand something new/important.
- Courage:* Demonstrate mercy or protect someone.
- Endurance:* Lose conflict that costs you something.
- Nurture:* Admit wrong / try to make up for one.
- Honesty:* Tell a truth that's injurious to you.

EXORCISM

Trigger: Primary Virtuous Strategy = 5

- If exorcism not attempted within 5 day, decrease Primary Virtuous Strategy by 1.

Step 1: Beat the Devil

- 3 rounds of physical and verbal punishment.
- If Open = 0, medical treatment or mortal dies.
- *Success:* If Cruelty = 0, go to Step 2.
- *Failure:* If Cruelty > 0 after 3 rounds, decrease Courage 1

Step 2: Going Inside

- Demon attempts to tempt Mortal.
- Demon player runs memory replay featuring advantage of demonic powers (assigning roles to other players as needed).
- *Success:* Mortal player decides to continue with the exorcism.
- *Failure:* Mortal player voluntarily decreases Primary Virtuous Strategy by 1.

Step 3: The Bludgeoning

- Demon physically separates from Mortal (through orifice of choice).
 - Demon reallocates Sinister Tactic points to *Cruelty* as desired.
 - Demon activates Aspects for free.
 - Can use powers at will.
 - Cannot use Virtuous stats (although it can still use those powers).
- Mortal is normal human being.
 - Retains Virtuous and Sinister stats.
- *Success:* Demon Sly = 0 (Demon banished back to its amulet or Hell.)

Failure: Mortal dies. (Demon is free to seek new host.)

DEMONIC ASPECTS

Carapace (Sly)

- Subtract **Sly** from Height of physical attacks.

Cloven Hooves (Cunning)

- *Pact*: Mortal gains 1 MD to one Strategy for the scene.
- *End of Scene*: Mortal decreases 1 Strategy. Demon increases 1 Sinister Tactic. (Demon's choice.)
- *Mortal Death*: If mortal dies while using MD, demon increases **Cunning** 1.
- *Pact Limit*: 1 pact active / point of **Cunning**.

Darkness-Shrouded (Devious)

- *Radius*: 10 ft. / point of **Devious**
- *Allies*: 1 ally / point of **Devious** can see normally in shroud
- *Effect*: +1 surprise advantage (you and allies). No one can get surprise bonuses against you or allies from outside the shroud. Within the cloud, attacks from non-allies have a difficulty equal to **Devious**.

Flame-Wreathed (Devious)

- *Defense*: Close attackers slide **Courage** 1.
- *Attack*: Add **Devious** to **Open** + **Cruelty** pool.

Ghost Form (Cunning)

- *Activate*: 1 per scene / **Devious**
- Pass through any solid object.
- Powers that depend on physical contact don't work.

Giant (Sly)

- As per That Hideous Strength, but based on **Sly**.
- When you take damage that would affect **Open**/ **Sly**, you choose which.

Horned (Sly)

- *Attack with Horns*: Increase Height by **Sly**. If 10+, it's immune to gobble dice.

Invisible (Devious)

- *Undetected*: +3 surprise advantage
- *Detected*: +1 surprise advantage
- *Stealthy Movement*: Add **Devious** to **Cunning** + **Greed** pool.

Wings (Cunning)

- *Cover*: Once per scene, attack hits wing instead of you. Breaks wing and you cannot fly for rest of scene (or until reactivated), but you suffer no damage.
- **Cunning** 1: Rise 10 ft. per action, fly at brisk jog. No damage from falling.
- **Cunning** 2: Rise 15 ft. per action, fly at sprint.
- **Cunning** 3: Rise 30 ft. per action, fly at car speed, hover.
- **Cunning** 4: Rise 50 ft. per action, fly at car speed, hover, +1 weapon advantage.
- **Cunning** 5: Rise 100 ft. per action, fly at locomotive speed, hover, +1 weapon advantage.

DEMONIC POWERS

Alchemy (*Greed*)

- *Cunning* + *Greed* as attack pool (pistol range)
- if *Greed* ≥ *Generosity*, bribe/buy-off turn one die to MD

Animal Control (*Deceit*)

- *Devious* + *Deceit*
 - *Height*: # of words in the command
 - *Defy*: target decreases *Nurture* or *Insightful* by 1 to do nothing instead (if both are at 0, they can still deny but become unable to act for the rest of the scene)
- Commands can only last for one scene (partially completed tasks are abandoned).

Animal Form (*Espionage*)

Cannot change into extinct creatures.

Espionage 1 - Human-Size: You look like it.

Espionage 2 - Large Bird: You can fly.

Espionage 2 - Large Horse: +1 advantage to *Open* rolls

Espionage 2 - Aquatic: Breathe water or hold your breath.

Espionage 3 - Small Snake: +2 weapon advantage on bite

Espionage 3 - Small Bird: You can fly; impossible to track by ordinary means

Espionage 4 - Rhino/Elephant: +2 advantage to *Open* rolls

Espionage 4 - Mouse: +1 MD to hiding

Espionage 5 - Insect: +1 MD to hiding and you can fly

Espionage 5 - Whale: +3 advantage to *Open* rolls, hold breath/breathe water

Armor (*Cowardice*)

- *Activate (Scene)*: *Open* + *Cowardice*
- -1 Width to physical damage
- No Width bonus from weapon advantage to physical attacks

Arrogance (*Cowardice*)

- -1 Height/point of *Cowardice* vs. *Nurture*, *Honesty*, *Deceit*, *Corruption*

Banish (*Cowardice*)

- *Range*: 30 ft.
- *Weight*: 100 lbs./point of *Cowardice*
- *Attack*: *Sly* + *Cowardice*
 - +3 surprise advantage on first use
 - +1 surprise advantage on all other uses
- *Dedicate Items*: 1 item per point of *Cowardice* can be teleported 30 miles or to a familiar location.

Body Control (*Deceit*)

- *Devious* + *Deceit*
 - *Height*: # of words in the command
 - *Defy*: target decreases *Nurture* or *Insightful* by 1 to do nothing instead (if both at 0, they can still deny but become unable to act for the rest of the scene)
- Commands can only last for one scene (partially completed tasks are abandoned).

Clairvoyance (*Espionage*)

- *Patient* + *Espionage*
- *Range*: 1 mile/point of *Espionage*
- Cannot search out people, but sight can be sent to known locations in range.

Dead Ringer (*Deceit*)

- *Activate (Scene)*: *Insightful* + *Deceit*
- *Spotting - Casual Observation*: *Cunning* + *Espionage*, difficulty 5
- *Spotting - Interaction*: *Insightful* + *Honesty*, difficulty = your *Deceit*

Dominator Strike (*Cruelty*)

- *Attack*: *Sly* + *Cruelty*, +1 weapon advantage
- *Range*: Firearm
- *Qualities* (pick 1 with power):
 - *Enervating* (1st use in scene vs. target = slide 1 *Open*)
 - *Fearsome* (1st use in scene = everyone not demon-infested slides 1 *Courage*)
 - *Hot* (sets things on fire)
 - *Nasty* (+2 weapon advantage)
 - *Persistent* (slides 1 *Courage* per round until victim takes preventative action)
 - *Stunning* (1st use in scene vs. target = decrease 1 *Knowledge*)

Impossible Beauty (*Corruption*)

- *Activate (Scene)*: *Devious* + *Corruption*
- Advantage = Width to *Corruption*, *Deceit*

Ineffable Defense (*Espionage*)

- Reduce surprise/secret bonuses by *Espionage*.

Psychic Objects (*Greed*)

- *Create Object*: *Cunning* + *Greed*
- Object must appear in contact with you.
- *Greed* 1: Commonplace object held in one hand. No electronics.
- *Greed* 2-3: Any object you can lift. Can create electronics.
- *Greed* 4-5: Anything you could buy that is made by humans up to a car.

Summon (*Greed*)

- *Range*: 30 ft. (sight)
- *Weight*: 100 lbs./ point of *Greed*
- *Attack*: *Cunning* + *Greed*
 - +1 surprise and +1 weapon advantage on first use
 - +1 surprise advantage on all other uses
- *Dedicate Items*: 1 item per point of *Greed* can be teleported 30 miles from a familiar location.

Telekinesis (*Deceit*)

- *Activate (Object)*: *Insightful* + *Deceit*
 - *Range*: 10 ft. / point of *Deceit* (sight)
 - *Weight*: 100 lbs. / point of *Deceit*
 - *Speed*: Brisk walk
- *Attack*: *Insightful* + *Deceit*
 - +2 surprise and +1 weapon advantage on first use
 - +1 surprise and +1 weapon advantage on all other uses

Teleport Self (*Corruption*)

- *Insightful* + *Corruption*
- *Range*: 1 mile / point of *Corruption*
- +1 surprise advantage

Terror (*Cruelty*)

- *Attack*: *Devious* + *Cruelty*
 - *Success*: Decrease *Courage* 1 (does not affect *Open*)
- *Defend*: *Insightful* + *Nurture*
- *Range*: Handgun

That Hideous Strength (*Cruelty*)

- *Cruelty* 1:
 - *Combat*: +1 weapon advantage
 - *Without Roll*: Break handcuffs, tear phonebooks, bend steel bars
 - *With Success*: Lift car, burst steel door
- *Cruelty* 2-3:
 - *Combat*: +2 weapon advantage
 - *Without Roll*: tear a half-inch steel plate, uproot parking meter
 - *With Success*: jump through a brick wall, break foot-thick tree
- *Cruelty* 4-5:
 - *Combat*: +3 weapon advantage
 - *Without Roll*: tip a locomotive engine, throw a car engine a city block
 - *With Success*: collapse one corner of a skyscraper with bare hands

Wither (*Corruption*)

- *Attack vs. Grappled Victim*: *Devious* + *Corruption*
 - Cannot gain secret or weapon advantages.
 - *Success vs. Person*: Slide *Open* 1
 - *Success vs. Object*: Drunk driver smashing into SUV at 35 mph

DEVILISH DEVICES

(pg. 63-66)

Step 1 – Determine Tactics Cost: Demon designs the device and determines the tactics cost based on the device's functions.

- *Attacks a Tactic:* 1 *Knowledge* (4d attack pool / *Sly* + *Cruelty* attack vs. specific Tactic)
- *Attacks with Nastiness:* 1 *Knowledge* per +1 advantage (specific dice pool vs. specific Tactic gains advantage)
- *Environment Change, Minor:* 1 *Generosity* (not attacking, can normally be done with machine smaller than house)
- *Environment Change, Major:* 3 *Generosity* (4d attack pool / mimics Power or Aspect)
- *Environment Change, Cataclysmic:* 5 *Generosity*

Step 2 – Choose Flaws: 1 flaw per Tactics point spent above the first.

- *Blatant*
- *Bulky 1* (7 feet long, requires both hands)
- *Bulky 2* (size of a limousine)
- *Bulky 3* (size of a house and can't move)
- *Cooldown Rate 1* (used every other round)
- *Cooldown Rate 2* (used once per scene)
- *Cooldown Rate 3* (used once per day)
- *Easy Disarm* (*Sly* + *Endurance* will wrest control)
- *Expensive Upkeep* (if *Generosity* < 3 for 2+ scenes, stops working)
- *Finicky* (1 in 1d10 chance it won't work for rest of scene)
- *Fragile* (Difficulty 3 attack destroys it; requires 1 *Generosity* decrease to repair)
- *Fuel-Hungry* (requires mystic component once every few sessions)
- *Palpably Evil* (-1d on all *Devious* rolls)
- *Rare Components 1* (requires special mission to complete it)
- *Rare Components 2+* (requires multiple special missions)

Step 3 – Construction:

- 1 day per Tactics point, -1 day per additional demon/angel assisting.
- Mortal must pay the Tactics cost (this can be done in installments over time).

Using Devilish Device:

- **Weapon:** *Sly* + *Cruelty*
- **Machine:** *Cunning* + *Knowledge*
- **Mystic:** Various

ANGELS

BASIC ANGELS

(40-60 points)

Angelic Perfection: +1 MD

Angelic Beauty: +3 weapon advantage to **Devious** rolls

ANGELIC CODE OF CONDUCT

(pg. 128)

1. **Thou Shalt Be Honest**
2. **Aid Ye the Needful**
3. **Harm Not the Harmless**
4. **Accept Surrender**

Degradation: Once angel violates Code of Conduct.

- *1st Violation:* Lose Angelic Perfection (no MD).
- *Each Violation:* -1 penalty to Angelic Beauty.
 - When Angelic Beauty bonus hits 0, the angel *dies*.
- *Recovery:* Instead of improving Virtuous Strategy, angel restores +1 to Angelic Beauty.
 - Angelic Perfection is never recovered.

ANGEL POWERS

(1-3 per angel)

Circle of Abjuration (*Honesty*)

- *Activate* (1 round / point of *Honesty*): **Insightful** + *Honesty*
- *Radius:* 10 ft. / point of *Honesty*
- Choose Sinister Tactic, on success everyone within radius must:
 - Slide 1 point off Tactic (will not erode Strategies); or
 - Flee outside of the radius

Foresight (*Knowledge*)

- Any roll to decrease an angel's Virtuous Tactics = Height - *Knowledge*

Meek Endurance (*Endurance*)

- Any roll to decrease angel's Virtuous Tactics = Width - *Endurance*

Righteous Arm (*Courage*)

- *Physical Attack:* Weapon advantage = target's *Cruelty* or *Sly*

Unstained (*Nurture*)

- No dice pool vs. angel gains surprise, secret, or weapon advantage.

Word of Blessing (*Generosity*)

- *Activate:* **Patient** + *Knowledge*
- *Success:* Angel can take 1 point from their Virtuous Tactic and add it to any Virtuous Tactic on their target.
 - *Inspire Others:* Must have known the character for at least half an hour.
 - *Meditate on Self:* Must pray for half an hour.

ANGELIC ASPECTS

(1-4 per angel)

Angels make no sacrifice to activate aspects.

Chorus (**Patient**)

- *Virtuous Tactic Use:* +1 weapon advantage / other unfallen angel present

Halo (**Open**)

- Regenerate 1 Virtuous Tactic / round.
- Doesn't improve Tactic that hasn't been harmed.
- If original reduction was due to slide, this slides it back.

Radiance (**Insightful**)

- Pick one demonic power or aspect.
- No one the angel can see can use that power/aspect.

Angel Wings (**Open**)

- As per demonic Wings, but based on Open.