

# Caught Between Planes, By Robbie Cousineau (AKA: Evil1)

## Intro

One night, when i was walking home in the dark, a thought hit me. "What if there was a game, where you could be good or evil, and fight the deamons of hell or the angels of heaven". for while, i ignored the idea, but then i figured i could get away with it, im not that well known. Besides, people have written much more drastic things.

In this game, you play as a alternate version of yourself (As you do in my other games). One night walking through the park, you notice a red light. you walk closer, and witness the horrors appearing. you see bums being drug into a portal to the abyss, you witness late night joggers being sacraficed, you witness graveyard shift policeman pumping rounds into they who cannot be dead again. Your choice? to run. Your town is in danger, and it needs a hero, or a villian. It all depends on what team you are rooting for.

Will you side with satan and aid his minions in their quest for total control? or will you side with god, and beat back the minions of the pit back to whence they came?

This game is designed for a DM (Death Master) to run with a group of players (preferably 2 or more) in a open, purely DM ran story. this game is to hand the creative tools to a creative person to create a story with their freinds as the heros (or villians). Note that this game uses terminology used by christians, but i myself am not of the christian faith, but have some information of various demons and traditions. and obviously i know what heaven and hell are. This is made only for pleasure, and this is not any attempt to bash a religion. I myself though am a bit pissed that christians seem to think their faith is bloodless though, but i will rant later.

The main goal of the game is to make your own choice on what to do. Take the path of evil and kill god, or take the path of good and save heaven and earth from satans attacks. This is a war, demons and angels pour out of portals, phase in, and appear all to fight. As combat sways in one side, then you can expect to see war advance to one of the realms.

As you do your side proud. you will eventually be granted a familiar(or two)by your diety. You never know how much they can save you. Familiars are linked to you via soul. therefore as long as you live, they are unable to die, only be knocked out. Same goes with you, if you fall in battle, and your familiar survives, then you will be reborn. Your side will also grant you powers and spells if you serve them well. Your a important peice in this game of chess, as not any person is granted power like this. All around the world, people have been imbued to the greater causes, to help fight this war.

Character Creation is divided into several steps. all being fueled by a supply of creation points. I call this the "Every Man Made Equal System" (EMMES), Since my games tend to use alot of passive and npc elements, but require dice rolls. You start with 30 points to use to shape your character.

I have renewed and brought back some skills from BR RPG, but many are completely new.

## Step 1. Body type

Thin 3p: Your small, thin, and light. you get +1 to rolls involving movement, but -1(or +1 to the person moving you) when being forced to move (like resisting being thrown). Your able to fit into places others can't.

Medium 2p: Your a average build, and therefore normal.

Husky 5p: You let yourself go. Your heavy and therefore able to stand your ground. but wi thout proper training your pretty clumsy. -1 to movement, +1 to resisting attacks

## Step 2. Body Features

Beauty 3p: You look good. +1 to rolls involving persuasion. scratching to the face may negate this.

Dude/Chickmagnet 2p, needs Beauty, Husky characters can't have this skill: Your that next step, not only a good face, but a good everything else. a extra +1 to persuasion. However, demons of lust will be more probable to hunt you, and Angels of chastity may resent you.

Running-Trained 3p: You practice running every once in a while, making you more mobile. +1 to movement rolls.

Weight-Trained 4p: After a few trips to the gym you have managed to build some muscle tone. +1 to combat with melee weapons, and +1 to anything needing your muscle.

Reflexes 2p: You can quickly hunt a room and pick out the important parts, noticing what other people don't notice.

Glasses -3p: You require glasses. Your condition requires you to wear them. Without your glasses, your pretty blind. -2 to anything requiring sight without glasses.

### Step 3. Personality Type

Furious 3p: Your angered very easily, and can fly off the handle at the worst times. Angered characters roll twice, if the number rolled is the same, then the character explodes in a violent rage, giving a +1 to any close counters combat.

Gothic 2p: Your dark and you dress the part. Your vampirish looks may attract the unsavory customers of the night. Keep an eye on your neck before it gets bit. Your intimidating to most people as well.

Average Joe 0p: Your a normal American. nothing special.

Alcoholic -3p: You can't lay off the sauce. your reflexes are -1, and you have a tendency to buy or drink booze whenever possible. When sauced, you tend to lack judgment.

Masochistic 5p: You have learned to ignore the bites and scratches of society, and have mastered taking pain. Your able to take the pain and keep fighting. This makes you fairly hard to take down.

Romantic 5p: You have a fleeting heart that needs the love of another to go on. Your fairly weak without the motivation your designated gender gives you. This means that you will probably receive companion(s) of your designated gender. Your -1 at anything while you don't have an designated gender ally of any kind cheering you on or being near you. but +1 when one is near.

Never Gives Up 5p: From a early age, you just would not quit. You never gave up, and tried to see everything through. If you are in any way crippled or beaten in combat, roll a die. a 5 or 6 on this un-resistible roll means you get right back up and get a +1 to all rolls for the rest of the fight. this only works once per combat.

### Step 4. Skills

Trained Eye (7p): You have good reflexes, and therefore can block punches faster, perhaps even catch arrows in the air. Your able to spot things that other people may not see, and you get a +1 in blocking/dodging rolls, and +1 in rolls involving fast reflexes

Smoker -1p: Habitually, you have gotten hooked to cigs. You always have a pack of them with you, and you tend to get a bit pissed without your fix

Knife man (7p): You grew up wielding a switchblade. Therefore, your trained in using them. +1 to rolls using knives.

Sly (5p): Your a sneaky guy. you get a +1 to rolls involving stealth. Your pretty good at fast-talking too.

Unlucky (-10p): Your unlucky, you get -1 to rolls using any form of luck. this carries on to resisting rolls.

Pickpocket (5p, requires sly): Your a tricky bastard. Your able to steal items from people that are not looking. you succeed on a 5 or 6 when rolling for this.

Wrestler (3p, requires good muscles, thin characters cannot have this skill): You watch wrestling, and have tried some neat moves. you get a +1 to moves involving grabbing. and you are able to perform wrestling moves in combat if you grab the enemy.

Berserker (5p): When angered, you lose it, period. your punches and kicks do +1 damage, you get a +1 to movement rolls, but you cannot stop to look around so your reflexes suffer -2. thankfully this is only when you get pissed off.

Compulsive (-1p): You have the habit of not thinking before acting. so you can get pretty careless. you may see something and go after it, if it interests you.

Gun experience (10p): You have a bb gun at home that you practice with. you have honed your skills with guns to a point. +1 with guns. and you do not get a penalty when under pressure shooting.

Acrobatic (3p, Husky characters cannot get this skill): You get a +1 bonus to jumping rolls. you can cartwheel and do acrobatic moves. including wall walking. shows what a good gym program can do.

Driver (3p): if you find a vehicle, your able to drive it. All characters over 16 are expected to know to drive cars. but Driver means the character can drive ANYTHING, including motorcycles and other types of vehicles.

Trapper (5p): Your clever, and thus your able to use found items to make and set various types of traps. With a bit of cleverness, you can turn a paintcan into a mine if your bored enough.

Herbalist (5p): After studying for awhile, you have learned to recognize herbs. you can mash em up for basic poisons or healing solutions. they can only heal minor wounds and poison

Medical Student (8p): You attended several medical classes. you know how to care for peoples wounds if you find the supplies. you can use this skill to heal minor wounds and stabilize major wounds

Scrounger (5p): When searching houses or buildings, you have a much better chance of finding good items, because you know all the good hiding spots.

Medicine Dependency (-4p): For one reason or another, you require a chemical to survive. be it pills or inhaler, without your meds your done for. you have a bottle of your meds, but if you were to lose it, your doomed. Every once in awhile you have to visit a clinic for a refill. Certain spells may cure this condition.

Religious Maximus 2p: Your a regaler at churches, and know how to take care of yourself from the other world. You have a bit more training in taking down the spirits, so you know how to kill them.

Tell me if theres anything that should be added

The character, the Familiar, and even the gods have goals in mind. These can either be set by the player or dm. or can be set by rolling dice. Some goals may change how the characters themselves act. while some may include a dark agenda for a good character. The chart is very large, with many variables to make this process interesting and tweaking the outcome of the game.

#### Character Goals

The player alignment dictates what table the player uses for to set his goal. As the character starts neutral. goals are decided after imbuelement.

#### Good Goals

1: Secretly evil mind. Roll a goal in the evil table.

2: Wants to save the world. The character believes in all good in the universe and simply wants to be a hero

3: Pursues happiness. All the character wants is to settle down and be happy for the rest of his life.

4: Pursues Love. The character has a crush, and thinks by continuing his path of good and adventure he will catch his/her eye.

5: Wants to meet the big guy. Your character has always wondered what god was really like. He wants to meet him.

6: The anti hero. Your character is a apart of this wild ride of no escape, so finally he just decides what the hell, and continues his adventure.

#### Evil Goals

1: Redemption. your character wants to see the light

2: Lust. Your character wants somebody. And nothing will get in his way for her/him.

3: Revenge. Somebody rubbed him the wrong way. and the character wants revenge.

4: Altered Reality. Your character has a screw loose. and kills for no reason.

5: Balance. your character wants to balance the world. his way of balance is shooting people untill he feels better. then he does that when he gets bored.

6: Wants to rule hell. your character wants hell for his own. and only plays satans sick game for his own ends.

#### Familiar Goals

Depending on the sin/virtue of the familiar its goal is different.

#### Good Familiars

##### Chastity goals

1. Guidance. your familiar wishes to heal the sick minded. by cleaning their souls, the familiar gains power.
2. To Fall. Your familiar secretly desires the character. but knows he/she will be damned if it continues.
3. Protection. Your familiar looks at the character with a "little brother/sister" concept. and will protect him/her with all its power.
4. Task at hand. your familiar has supreme conviction to the task set by god. It will stop at nothing to complete the task.
5. Training. the familiar wishes to extend its horizons and become more knowledgeable in the art of combat.
6. The thinker. The chastity angel wishes to find a way to cleanse the unclean. When it comes with a solution, it will pitch it to the character. this solution cannot kill people. but heal their souls.

##### Temperance goals

- 1: Desire. The familiar is using all its might to restrain feelings about the character. it wishes not to get attached or freindly with the character.
- 2: Training the character. The familiar wishes to teach its master how to restrain themselves.
- 3: Cleansing evil. Your familiar wishes to cleanse the evil of the land by eliminating certain businesses. No casino or drug house is safe!
- 4: To Fall. Your familiar wants to live a little. And to this, will damn it for eternity. It is up to the player to keep the familiar from fully falling.
- 5: The task at hand. your familiar has supreme conviction and wishes to complete gods task.
- 6: Converting. your familiar wishes to save demons encountered, and turn them to the light.

##### Charity Goals

- 1: Taking from the rich and giving to the poor. your familiar wishes to donate to the unlucky.
- 2: Desire. your familiar wishes to "donate" to the player.
- 3: Free Services. The familiar uses its powers to help the unlucky. This help gives it a sense of power.
- 4: Charity desire. your familiar longs for a gift from the player. this gift is non-sexual. perhaps a token of freindship or otherwise.
- 5: And then the waters ran blue. The familiar wishes to cure the demonic blights. it will heal water supplies and random people. (this is for healing familiars only)
- 6: The task at hand. The familiar has conviction on the task at hand, and puts it at top priority.

##### Diligence goals

- 1: Defending the people. your familiar wants to rush to the aid of the people.
- 2: Familiar war. Your familiar has past history with a enemy familiar. your familiar wants to end it once and for all. (only available if there is a evil player with a familiar)
- 3: The look. Your familiar looks at the player as its big bro/sis. Your familiar will be sure to always aid his master.
- 4: Approval. your familiar wishes approval from another angel. He gains this from combat and proving itself.
- 5: Defend the gates. Your familiar wishes to protect the town from the demons above all else. he wishes to stay on the mortal plan to protect it.
- 6: Twisted romance. Your familiar has a silent desire for the player. However it will never act on it or let this on. When the adventure is completed. then it will let this on.

#### Forgiveness

- 1: Confessions. Your familiar wishes to help the troubled.
- 2: Forgotten. The player is troubled by past experience. the familiar will try to learn of this and will help him pull through. (This doesn't mean the player is evil. just something weighs on him)
- 3: Swaying the evil to light. your familiar wishes to turn evil players to the light. (Only available if evil players exist)
- 4: Council. your familiar will help the needy with advice and aid. it offers this to its master as well.
- 5: Wishes to aid. your familiar seeks to help the lost souls in hell. by doing this, the familiar gains power.
- 6: Burdened. the familiar has something on its chest it wants to get rid of. if asked what is wrong, the familiar will be defensive. if the player constantly asks the familiar will tell.

#### Kindness

- 1: Aiding the poor. your familiar wishes to help the poor.
- 2: Aiding the player. the player receives kindness from the familiar. looking at the player as a little bro/sis.
- 3: Respect and admiration. the familiar admires the player as a strong person. The familiar respects the players goals and choices.
- 4: Medical help. the familiar searches for a medical cure for a illness it had in its past life. The familiar seems to still think it is dying.
- 5: Bestow. the familiar wishes to transfer its power to the character.
- 6: Protecting the innocent. the prime goal of the familiar is to save the innocents.

#### Humility

- 1: Aid. the familiar wishes to aid the player in many ways. Non sexual.
- 2: The honest path. the player can get any answer it needs from the familiar. as the familiar trusts the player with its knowledge.
- 3: Defending the innocent. The familiar has a love from its past life, the familiar will protect this person if encountered, but stay out of his/her life. The familiar just wishes them to be happy.
- 4: Got your back. The familiar respects the player, and will protect him with zeal.
- 5: The martyr. The familiar will take a bullet if he has to, to help you complete your goal.
- 6: Cowardice? The familiar is very humble, and will not go into battle. But he will use all its power to defend the player. When asked about this, the familiar will mention past

Life.

#### Evil Familiars

##### Lust goals

1. Target Player. The familiar wants the player for its own.
2. Target enemy familiar. The familiar wants a enemy familiar for its own. (only available if another familiar is present)
3. Sick relationship. The familiar takes the master/servant relationship to a new level.
4. Turn on master. The familiar secretly wants to kill the player. And if need be, itself.
5. More than a working relationship. The familiar actively hits on the player (more than a usual lust familiar).
6. Denied. the familiar will not give into the player. as even sex demons have standards.

##### Gluttony

1. Wheres the foodcourt? the familiar will constantly avoid combat for food (more than usual), making the familiar pretty useless.
2. Riches? The familiar has a lavish wealth still in the bank (for some reason).
3. Estate. The familiar owns a mansion in town. apparently the bank doesn't know the familiar is a pile of souls.
4. Followers. Some crack-headed satanists worship the familiar, and will aid the player in fights. However, these followers cannot enter the ethereal plane.
5. A little pissed off. the demon is generally angry. This familiar despises something so bad, it will get off its fat ass and charge into combat recklessly.
6. Yes my master. the gluttony familiar will provide ranged support in combat. you just don't want to know how.

##### Greed

1. weapons collector. the familiar will collect any and all weapons found in combat. he claims to have a collection.
2. Pickpocket. the familiar longs for riches. and speeds up his goal by pickpocketing.
3. Macgyver. The familiar has learned in his years of hell how to improvise. and will use his ill gotten gains for a helpful purpose. where other familiars would never give their loot up.
4. Desires the enemy. The familiar loves a enemy player... 's stuff. He will stop at nothing to steal this enemys stuff. (Requires a enemy player.)
5. Dragon complex. The familiar has a lair set up. losing this lair will anger the familiar so much, he may even turn on the player.
6. Leader complex. with the combined knowledge of the souls making him up, the familiar has a souls identity that he can use to contact the souls friends. Roll for what these friends are. (1-2: Gangmembers. 3-4: Mafia Members. 5-6: Both). these allies will aid the familiar if he can prove his control over them.

##### Sloth

1. useless! the familiar avoids combat, claiming he may throw out his hip or something.
2. Maybe later. The familiar refuses to travel with the player for very long, claiming he will wait for him.
3. Redemption. the familiar wishes for redemption. if given help in this, the familiar will actively participate in combat more often.
4. Meat shield. the familiar will attempt to stay in front of the player. for satan has commanded the familiar to protect him at all costs.
5. Stand Firm. The familiar wants to lay destruction to the town. If the town has a dam, the familiar will try and destroy it. If the town has a large power plant, the familiar

will wreck it. In both cases, the familiar will protect himself and the player from the water/electricity that will shoot out. The familiar cannot be moved by water unless the wave is twice the familiar's size.

6. plowing time. The sloth familiar will constantly walk forward holding an object (or its weapon) in front of it as a shield. the familiar wants to plow right through them.

#### Wrath

1. Hatred for player. The familiar is made of souls that have past issues with the player. and will refuse to help him unless the player makes amends.

2. Blood will flow. the familiar randomly kills people for psychotic reasons.

3. Destruction. the familiar wants to level the town. For some strange reason.

4. Revenge. The souls of the familiar wish to get revenge on their killers.

5. Red Rum. The familiar wishes to murder somebody it knows of. Its reasons are fairly complex.

6. Angelic Murder. Wishes to kill angels, pretty simple.

#### Envy

1. Love for player. The familiar wants the player for its own. and will severely cause pain for anybody who wants him.

2. Desire...for murder. The familiar wants somebody to be theirs... in the afterlife.

3. Rampage! The familiar wants a specific object, and will stop at nothing for it.

4. Theivery. your familiar has a past of shoplifting, and still does it.

5. New bag: The familiar wants to get a specific item, and sure as hell won't stop at that.

6. Strange: Total nutjob, not even sure about anything anymore

#### Pride

1. image: The familiar puts its image before anything. any strike to it may drive it off the deep end.

2. Motive: The familiar has a motive that it believes in so much, anybody that disagrees is in trouble.

3. Body: The familiar believes that its body is perfect.

4. Player Pride!: The familiar adores the player and will defend their honor with their life

5. Task: The familiar believes in its task with massive pride.

6. Redemption: The familiar wants to see the light.

When engaged in combat. you may roleplay a fight. and roll accordingly. you may also mention what any of your allies do.

#### Roll values:

1. Horrible failure

2. Failure

3. semi failure

4. Barely success

5. Success

6. Perfectly done!

#### Finish him!

The nature of the game's enemies means that they are tougher to kill than normal people. However, fighting them will weaken them, allowing you to pin them or outright finish them.

#### EXAMPLE

Jayne turns a corner and runs right into a Demon. He decides to roll right under it, and

bring his sword right to its back. he rolls a 6. He rolls under the demon, then slashes its back. the demon is down but not out. Since his enemy is "stunned", he doesn't have to roll to grab his blessed knife and impale the creature, sending it straight back to hell.

#### RESISTING

The forces of the other world won't bend over for you, they will fight back. sometimes, the DM will announce your enemy resists a roll of yours. The DM (or another player if he/she is in the fight) can roll a D6, -2 penalty. say the demon rolled a 3, -2 that makes a 1, lowering jayce's roll to 5. he still gets killed, but at least the demon tried. Poor demon.

#### Boss fights

Sometimes, you will engage a monster that is seriously a pain in the arse to kill. This may be due to size, reflexes or otherwise. The DM may want to plan or write down these encounters, to note any weak points and all strengths. Mainly this is a test of how clever the players are.

#### EXAMPLE

Sandra is walking through the forest. She lost Jayce but she should be safe. A Werewolf chief barges out of the woods and growls. "Typical" Sandra sighs, and draws her gun. The werewolf charges and Sandra jumps up and piggy backs him, pistol whipping its head. the beast shakes her off and pins her painfully against a tree, and growls right in her face. A shot is heard and the beast changes back to human, and dies. Sandra blows the steam coming out of her gun loaded with silver rounds and exclaims "Disarm before pin, dear", and continues on her way.

Powers are chosen and designed by the DM depending on what they think is right for the situation. It would be helpful to run all ideas of powers and miracles through the players and making a little "spell book" that contains all legal powers that are available.

Coming up with my own list would probably lead to a can of shit i don't wanna open. And i feel that the players can make a better list than i can.

Powers can be used by both sides, but with its own energy. A spell that heals for good will damage for evil.

#### LOW LEVEL

Illuminate  
Bestow  
Cure  
Heal  
Astral Walk  
Second Sight

#### MEDIUM LEVEL

Telepathy  
Sway Thoughts  
Control  
Raise Dead  
Haste  
Plane Switch

#### HIGH LEVEL

Banish Portal  
Banish Demon  
Bless item  
Bestow Life  
Pillar of energy

(Please email me with any suggestions and if i make a "better than gold version", i will add them)

#### Familiars

Name:  
Si n/Vi rtue:  
Weapon:  
Armor:  
Powers:  
Backstory:



This system will change a lot, because this seems a bit barebones.

NOTE: Most types of angels/demons can be both genders unless specifically noted by name.

an example I have been playing with:

Name: Succubus

Sin: Lust

Weapon: Whip

Armor: Leather Harness

Charm: roll 2 die at the start of combat, double sixes takes out all enemy male characters from combat.

Backstory: she spawn of Lilith, a Jewish demon that preyed on small children. Succubi prey on men, luring them into bed and draining their life energy from sex.

Name: Unicorn

Sin/Virtue: Kindness

Weapon: Inherent Horn

Armor: None

Powers: None

Backstory: The Unicorns are a species of horse with a large horn. Generally thought of as "girly", they are in reality dangerous animals, rideable and hostile to any that mock them. Much faster than any normal horse, but unfortunately just as mortal.

Name: Soul Cleric

Sin/Virtue: Charity

Weapon: None

Armor: Robes

Powers: Possesses healing power, to aid their lords.

Backstory: Diseased doctors that helped many people were usually granted a clean slate, and allowed into heaven. When the portals opened, they were allowed to heal and help once more, granted healing powers by Raphael, the healing angel.

Name: Divine Judge

Sin/Virtue: Diligence

Weapon: Holy Blade

Armor: Plate armor

Powers: Able to detect individual sins much more clearly, and possesses spells that do extra damage against demons.

Backstory: Trained by Loki, the Judges were sent by the Metatron to defend the churches.

Name: Soul Seeker

Sin/Virtue: Wrath

Weapon: Scythe

Armor: Dark Robes

Powers: When angered, they become able to become mist, seemingly teleporting to opponents.

Backstory: The Seeker Order are a cult of demons directly placed under the command of Wrath. They take the forms of old men in black robes, wielding scythes of their own. A few of them even see their master perform his duties, making them vile, easily angered monsters. Unlike Wrath, they lack the powers of death he has, but their scythes are no less deadly.

Name: Bile Demon

Sin/Virtue: Gluttony

Weapon: None

Armor: None

Powers: Their "bottom burps" can peel paint off sportscars. and their stomach acid can finish the job.

Backstory: When the fast food industry was first started, many American youth decided never to cook again. The results of all this caused horrible mis-shaped beings to walk in hell. Their souls were purged and their pure sin was poured into Bile Demons. They are masses of fat with legs, completely atrophied under the weight of their stomachs.

Name: Incubus

Sin/Virtue: Lust

Weapon: Mace

Armor: Harness

Powers: Female opponents can be charmed by him.

Backstory: Brothers of the twisted succubus, these men of hell find only one pleasure, in woman's beds. Like their sisters, they drain life-force from who they sleep with, but also attempting to impregnate them with demons.

Name: Messenger  
Sin/Virtue: Diligence  
Weapon: None  
Armor: Robes  
Powers: Is in almost constant contact with up above.  
Backstory: Thou not mighty warriors, messengers act as secondary metatrons. Unfortunately, not linked to god himself, Messengers do bring messages of the dead to people. Receiving a message from a messenger is usually good news. They exist because god did not want many angels roaming the mortal plane to send messages to mortals left behind.

Name: Monk  
Sin/Virtue: Chastity  
Weapon: None  
Armor: Robes  
Powers: Un-able to be swayed by any curses. Possesses low strength healing and holy spells.  
Backstory: The clergy being pure of soul were admitted into heaven. They spent their days up above in near silence and pure joy. When the portals were ripped, they were sent down to close them back up. One monk is not enough however. But a monk with great training could possibly close one himself.

Name: School Sister  
Sin/Virtue: Forgiveness  
Weapon: None  
Armor: Robes  
Powers: Holy spells. Ability to teach certain skills.  
Backstory: When the portals were ripped, the schools were forced to close. Passed away teachers swarmed through the gates in order to bring knowledge to the children of earth. True evidence that god forgives.

Name: Blue guard  
Sin/Virtue: Kindness  
Weapon: Blessed revolver  
Armor: Clothing  
Powers: None, but will protect his/her charge to no end  
Backstory: Not all police were corrupt monsters. Few of them were allowed. This coven of good police waited for the exact moment. When the portals ripped, they requested to be sent down in order to protect who they can.

Name: Pit Shield  
Sin/Virtue: Sloth  
Weapon: Gigantic shield  
Armor: Heavy infernal plate  
Powers: Heavily armored behemoth  
Backstory: With the massive amount of Americans contributing to sloth, they were poured into these monstrosities. Slow creatures that are near impossible to kill. Luckily they rarely catch their prey, serving more as meat shields than killers.

Name: The Blind  
Sin/Virtue: Wrath  
Weapon: Bladed weapon  
Armor: Torn clothing  
Powers: Can only be killed through its eyes  
Backstory: The blind are the masses of bloody murderers that have walked the earth, lumped into several demons. These monsters gaze at the world with blood red eyes and kill for enjoyment and revenge. Destroying their eyes kills them.

Name: Patriot  
Sin/Virtue: Temperance  
Weapon: Flag  
Armor: Clothing  
Powers: Bystanders will rally to the patriot's flag, their joined prayer allows the patriot mass power he/she can channel  
Backstory: There have always been great leaders that sway the people to their side with honorable means. The few that are actually not corrupt were highly rewarded by heaven. Their flag they carry stands as a banner of hope.

Name: Prom Queen  
Sin/Virtue: Vanity  
Weapon: Psycho Knife  
Armor: Dress  
Powers: Can appear to be mortal to creatures with second sight.

Backstory: Not everybody can take losing. this being represents the spirits of girls that took up the knife rather than lose the beauty pageant.

Name: Boyfriend Seeker

Sin/Virtue: Envy

Weapon: Knife

Armor: Clothing

Powers: Females are "lit up" to her.

Backstory: Many girls can admit anger and jealousy. The ones that don't can be a problem. Sometimes, after you get a boyfriend, you will find out that somebody else with a less sane mind did too...

Name: Riser

Sin/Virtue: Humility

Weapon: None

Armor: Clothing

Powers: Might get up from being knocked out after being knocked out. Very kind as well.

Backstory: Some people have the worst luck, but in the end remained good people.

Name: Woman of the call

Sin/Virtue: Diligence

Weapon: Blessed Musket

Armor: Old Military Uniform

Powers: Skilled in combat.

Backstory: Way back when, when the british wanted to remain in control, the men of the colonies fought back. However, some of the women that were sexistly not allowed to fight fought anyway by donning the uniform and clever use of tape.

Name: Black Paladins

Sin/Virtue: Greed

Weapon: Claymore

Armor: Dark Plate Armor

Powers: Skilled in melee combat, and possess low level curses

Backstory: Black knights are the result of the crusades for gold and fame and serving the lord. Sucks to be them when the reaper tossed them into hell.

Name: Hitman

Sin/Virtue: Greed

Weapon: Silenced Glock

Armor: Clothing w/Bulletproof vest

Powers: Their mark is "lit up" to them

Backstory: The crime days resulted in many gangsters going to hell. they were poured into the molds of hitmen, and sent by hell to kill targets.

Name: Sister of Heaven

Sin/Virtue: Forgiveness

Weapon: None

Armor: Nuns Robes

Powers: Able to cast low level holy spells.

Backstory: Unlike priests, Most nuns were actually granted heaven. Mainly because they didn't touch little boys. However, Sisters of heaven are seriously religious maximum.

feel free to comment and mention any other examples/ideas for either demons or angels. i will put just about any i find "pseudo fair" on the page, and tweak or weed out the over/under-powered ones out during testing. once again, accepting emails.

As you support your side with your granted power, you will eventually be granted a familiar. The DM will assign them on special occasions. and the DM does not have to cater to what you want. he will assign you any he wishes, but I recommend that the DM assigns based on the player in questions style. A demented, insane psycho killer would be better suited with a wrath demon, while a redeeming reverend would be suited with some sort of Angel Of Justice.

Imbuement

You start the RP completely normal, This is referred to as the First Chapter. The characters start to notice that the world around them is changing. portals are being ripped open and the dead rise while the forces from above lower to fight them. As the players notice more and more signs of other-worldly presence, they will eventually become chosen depending on a set of crucial events set by the DM, Depending on the Alignment of the players actions, he will either be spoken to by the devil, or visited by the metatron; and be granted power by him almighty. Once all the players are judged in this

way. The game steps forward into the second chapter.

#### Interactions with your allies

When a player is graced with a familiar, they are bound to spark into conversations. The DM controls the ally during the conversation. What the player says ultimately effects what the Ally gains from the conversations. If there are several players, there are also going to be times where possibly a player (or their ally) may be stuck with or go into conversation with another player or ally. This game really outlines a story. So let it evolve like one. Given enough time, who knows. maybe a player could sway a demon to the side of good. or a sadist may trick an angel into their employ.

#### Kill later, Talk now

Not all enemies will be enemies. Some may think your too strong and will attempt to beg or talk to avoid combat. or some will not be hostile at all.

#### The creepy voice at the back of your neck

There will be times where your side will talk to you in the form of voices. The DM may contact this with you by standing up, walking behind you and whispering in your ear (or a private message in a messenger or forum. However, this may only be used for story purposes. Maybe if a player is struggling in a puzzle or fight, his side will talk to him and give him a tip. This doesn't always have to be private, but make sure your group knows good roleplay before you decide to tell everybody voices. (Newbies may "overhear" a voice given to another player).

When your familiar is given to you, it may require itself to learn (in the case of demons, Angels have no need for this, as they have already been in the mortal plane). Angels have a significantly less need of learning about the mortal plane as they used to be alive themselves. the only learning they may experience would be emotional or combat-wise. where demons have only seen hell, and everything up top is new to them.

Eventually as your familiar hones its skills, it will become stronger. a Divine Judge would get better at swordplay, a cleric would be better at healing, a Unicorn would become faster, etc.

Familiars start "young" (In the case of angels, 18), and eventually will "mature" through interaction and combat. this is a very gradual type of thing, not a "bright flash of light, wow she evolved!" type of thing. A judge would grow old with whiter hair, a Succubus would get taller and more "full" looking. Changes that make it apparent that the thing is age-ing. Of course, none of this means they will die of old age, as it's impossible. nor will they become old grandparents either. Just looking old and wise, and knowing their weapon as best they can.

A wise man once said "Beware he with one gun, for he probably knows how to use it"

"Older" familiars will learn powers from their masters and be granted by their deity. For instance, a Soul Cleric will be able to borrow amounts of power from its master in order to heal better.

As hinted in other sections, You and your familiar have a soul bond. This means many things. If you or your familiar are downed in combat, you cannot die unless both of you are out. Otherwise you will just be knocked out. Familiars bound to masters are able to "borrow" small glints of knowledge from their master overtime; eventually there will be no secrets. Certain types of creatures have an inherent power to see your thoughts already).

You have a sort of influence to your familiar. even though they obey you, doesn't mean they obey you without choice. Familiars will only listen to who they trust, who they like, and who they feel is worthy. They can become your friend or slave depending on how you treat them. (And no, there isn't a rule that says romance is impossible)

I will leave it to a clever mind to mention what else this bond can do. A bond with a lust demon is (obviously) going to lead to sex, while a bond with an angel of diligence would certainly be adventurous. Think of familiars as party members, or permanent NPC's.

Soul activity tends to open up more than portals. Souls flee from hell itself and drift to cemeteries. Inhabiting long dead bodies and hexing whatever still has a pulse. These usually lead to mythical legends becoming true.

Werewolves: Wolf spirits run rampant in hell, when enough spirits gather in a human, they become werewolves. This taint is irreversible. If the host can survive the first few nights, then there may be hope in redemption, even though the curse remains. Werewolves have a tribal system, and tend to band together if enough manifest. Only silver weapons can kill werewolves quickly, anything else is less effective and will leave them alive

unless the brain or heart is pierced.

Vampires: Cursed spirits are common in hell, when the portals opened they streamed out and infected bodies. Some became the dreaded nosferatu, others were too shredded and became zombies. Vampires can only be harmed by silver or holy spells. Anything else is barely effective. Their fangs have the ability to turn humans into vampires in short amounts of time. Daylight is lethal.

Zombies: Unlike other cursed beings, zombies can be out at any time; making them a powerful army. They shamble in a slow pace, and are mostly braindead. Silver is more effective against them, but anything will do. Only head loss can defeat a zombie, making them very annoying to kill in melee. Zombies are dangerous up close.

In order for spiritual beings to enter the mortal plane easily, they must pass through rips in the planes themselves, caused by greater powers of god or satan. Angels and Demons CAN pass into the mortal plane without a portal, but it takes considerably longer to do, and they are weaker. Meaning most of the early demons will be a bit weaker than normal. but as more and more pour from portals, they will get stronger, as will angels.

Where are they located?

Portals to heaven are always located in sanctified places where demons cannot go through normal means. They are always protected by Divine Judges or other classes of angels.

Demonic portals are more numerous and are randomly thrown about. they are usually guarded by cults of demons and cultists, with a greater demon around larger portals.

How do i take one out?

There are numerous ways. the most common would be guiding a greater angel or demon to a portal, as they can focus their power against the portal. Imbued people granted the power may eventually be able to do this as well. there are various other loopholes and ways, these can be thought up by the DM as long as it isn't something like "killing all demons in the area" or something stupid. perhaps reciting a heavenly/demonic phrase?

How many spawn out of them?

It's a very loose number. as a angel/demon can pass through at any time. Generally, more start appearing when a portal is in danger, as their side will rush to defend the breach. The higher goal is to defend their realm, while attempting to destroy the other.

Can i win by closing all portals?

Not at all. Portals actually open on a regular basis. As the number of spirits congregates, rips appear as portals. Giving imbued plenty of chances to venture into the realms.

Where do some of the other creatures appear from?

Vampires and Werewolves are products of spirits being encased in humans and changing their hosts to the point of being a whole new race. Therefore, they reproduce sexually \*and\* by infecting victims. Sexually is obviously too long for them to wait for a boost to numbers, but many are willing to bite a few people for reinforcements. Zombies are the bodies of the dead (as any horror nut knows), so they are in nearly infinite supply, rising due to the spiritual presence being too high. Other creatures are bound to have been stirred by the various spiritual activity

There are two realm. the realm of Heaven and the realm of Hell. Each realm has many holes in it, known as portals. they all lead to places in the mortal realm. Through use of portals in either realm a player can access other towns and perhaps even other countries. Each realm is built up of several layers.

Hell

This is the domain of Satan and the Demons. It is a barren deadly land full of pits of death and destruction. Demons roam freely, assigning punishment to spirits and harvesting their souls to transform them into demons. With the constant rises of sin and lack of order, spirits are churned out constantly, the rise of this activity is causing more demons and breaking hell at the seams. Hell is home to a variety of greater demons, and the top of the rank being the Sins themselves. Sins are spirits that have such a dirty slate that they live constant horrible punishment, yet function as demons. They watch over their "flock" of sinned and distribute punishment. Sins are strong, dangerous monsters. In the central plains lies the stronghold of Satan himself, guarded by many demons and home to the Sin of Wrath as well. The other sins are posted in various places in the vast reaches of hell.

Heaven

The domain of light and love. unlike hell, heaven does not use a spirit system. All

spirits that land in heaven become Angels. Angels are divided into castes and train every once in a while for upcoming struggle. as they all know that satan won't wait forever. Seven virtuous saints lead the 7 castes. Angels tend to be less diverse in function, only having 2-3 different professions for each virtue, but they all set aside time for training, meaning they are far more battle trained than demons, who know nothing but pain and suffering they enact on spirits. Divine Judges and Paladins maintain patrol from portal to portal, reporting any possible breaches. Gods throne is gigantic, on the highest layer of heaven. Surrounded by gates and gaurds.

In CBP, There are many ways to get around. be it skateboard, car, roller blades or subway. Unfortunately, with portals opening up all around town. its far from easy to be un-noticed. Soul creatures (demons and angels) can always spot you, regardless of disguise if your not hiding, however, physical enemies like the undead or other things won't always be able to see you. Later when your imbued powers become greater as god (or satan) trusts you more; you may get powers that allow you to blind enemies from seeing you.

## Combat 101

Obviously, you won't kill a spiritual being with a handgun, it just does not happen. Demons and Angels (along with some other beings) require certain methods to finish off. Creatures like Vampires are hurt only by silver weapons or heart piercings. Demons require some sort of blessing weapon. and Angels require a tool of Satan to kill. Other creatures will also require these ways. the Dm should not be afraid to mention items in a enviroment that can be used as a weapons (A stack of pipes, or a loose basin filled with holy water, etc.) just don't always give a easy way out.

## The Town

The town should be made of by at least 5 sectors. Downtown, The Hood, Residentials, The Mall, and The Outskirts. You can always make up or remove more, to fit your own town

Downtown: This (should) be where you start. Most of the shops in town are located either here or the mall. Bars and Various Shops are dotted around here. Many people tend to congregate here, making it generally safe untill the invasion becomes more dense.

The Hood: These are the more "dangerous" housing areas. Shady people walk around here, making it generally less safe. disguised creatures are more likely to hang here.

Residentials: People live here. Its a good place with security and police. However, The houses may be home to more than normal people.

The mall: Its huge, with many people. at the start, n ocreature will dare open fire here. but as the dead rise and the demons crawl up, more and more of them will fill the mall. eventually, they will strike.

The Outskirts: The towns graveyard lies here. the undead rise here the most. Demons can also hang out here. This is a dangerous place.

Over the course of the roleplay, you will find the need for a bigger weapon. They come in many shapes and upgrades.

## Blessing

In order for a weapon to harm a demon; It must be blessed. Priests can do this, or dunking the weapon in question in holy water(this works for a short while, and guns tend to not work when wet). Blessing is generally usefull for long term weapons that you intend to use awhile. Guns can't be blessed but bullets can. Preists in the early game won't be eager to bless bullets, but when the clergy start to notice that all hell is breaking loose, they will be a bit more receptive.

## Silver Bullets

When a blessing is not usefull, silver ammo is. Expensive, but in the long run, the best weapon to kill undead and lycanthropic creatures. One or two shots are lethal to creatures weak to them, but work as normal for other things.

## Melee weapons

They can be blessed and silver plated. Making a well payed for sword possibly your best friend. They come in three classes, Large, Medium, and Light.

Light: Daggers and Knives

Medium: Swords

Large: Two handed swords

### Guns

They cannot get damage upgraded except for their ammo. the gun itself can be tweaked. they also come in three classes.

Light: Pistols and SMGs

Medium: Rifles and Crossbows

Large: Rocket Launchers, Machineguns, Sniper rifles, and other heavy weapons

### Satanic Tools

Angels can only be harmed by sinful weapons. The method to this is a bit more...cruel.

For a weapon, simple murder and genocide can do the trick to get enough sin on it.

Certain acts can attract more sin to a item than others. Bullets and Bolts can be "sinned" by rolling them around a bit in innocent blood. Who said upgrading your gear was not messy?

### Gun and Sword shops

There are shops around town that can tweak your weapons and sell you them. As more hell breaks loose, these shops may be vacated or closed, losing your ability to upgrade your weaponry.

### Churches

Demonic beings cannot enter places of god. Evil players CAN enter as long as they keep their sin from sky-rocketing. If a demon is invited, they may enter as well; this could be bad or good, inviting a demon for redemption can be good. but inviting a demon by mistake can be bad. as churches tend to house heaven portals. Priests and innocents take shelter here as the battle rages on outside. Angels spawn from here as well.

Email me with thoughts! In a while i may revise and add to this. but in the meantime i am pretty wiped out. -The Rob