Immaculate

A 24-hour Game by
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CHAPTER 1
WARS AND RUMOURS OF WARS

Gaming is a strange thing. It's one of the few endeavors where people will buy a product because it has a big grinning demon on the cover and then complain about those who think that the hobby is satanic. So much for the correlation between intelligence and adolescent rebellion…

If you're one of those players who likes games that run down religion because you're still mad about your parents making you go to church, stop reading. This ain't that kind of game. If you like a game that allows you to have some good, clean fun while at the same time offering opportunities to explore religious themes and moral questions – whether you believe in God or not – this game is for you. *Immaculate* is a deliberate departure from the "Hell this, demon that" school of game design that assumes that the forces of evil are going to win. In this setting the war between good and evil is still very much anybody's game. The reality of Immaculate isn't that evil is more powerful and will inevitably triumph, but that the soldiers of light can't go on fighting the good fight unless they continue to win their most personal battles. Let other games take you through a world of darkness. In *Immaculate* there's always a light at the end of the tunnel – but the only way to get there is to make a conscious decision to keep walking.

The World in a Nutshell

Immaculate is based on a few basic premises. Keep these in mind and playing the game is a breeze.

Truth #1: God is Real

Immaculate is set in a world that is identical to the real one with one very important difference – there are people who know, beyond all possibility of doubt, that there is a God. They know this because they've had first-hand experience with the divine. God is real, Heaven is real (people have been there and returned to tell of it) and angels do indeed walk among us. This isn't common knowledge by any means, but there is a small percentage of humanity for whom the matter is no longer an article of faith. It's now a matter of knowledge.

Immaculate assumes that Christianity is right about the main points – the Trinity, creation, the Flood, etc. – but some of the details are a little sketchy. This isn't a matter of the Bible not being

the infallible Word of God so much as it's a matter of the Bible not quite telling us everything. *Immaculate* deals with those parts of the truth that were left out of the Bible for reasons of space.

Truth #2: Evil is Real

The corollary to truth #1 is that yes, Virginia, there is a Devil. Satan really did rebel against God, and he really did Fall from Heaven like lightning. The stuff about the red suit, the horns and the pitchfork is a spin job, however; nowadays the Father of Lies mostly wears Armani and carries a briefcase. It's an unfortunate truth about human nature that the most easily corrupted people are attracted to the trappings of wealth and power.

Truth #3: the Great Powers Do Not Micromanage

God is omnipotent, omniscient and omnipresent. That doesn't mean that He does everything himself. The whole point of creating angels was so that He wouldn't have to. The Almighty invented delegation; his servants take care of the day-to-day operations so that he can concentrate on the really big things like keeping the universe running smoothly. God does occasionally take a personal interest in individuals (and not just individual *humans*), but He spends most of His time seeing to the big picture.

By the same token, the Devil leaves most of the damnation business in the hands of lesser evils. The last time the Prince of Darkness took a personal interest in an individual soul was Jesus Christ (and that didn't turn out so good for Hell…). Satan concerns himself with the damnation of entire cultures – Western society is coming along nicely, thank you very much – and with exceptional individuals who have the potential to sway millions toward Heaven or Hell. The Devil's agents in turn delegate to their own mortal servants and save their own efforts for hard jobs or for the cases that have the potential to be high profile successes. The end result is that most of the people in Hell got there without ever having had the personal attentions of a demon.

Truth #4: the Devil Can't Make You Do It

The jaded try to justify their wicked ways by claiming that they can't help themselves or by decrying the standard of holiness as "humanly impossible." Sorry, folks, it's not that easy. The truth of the matter is that people are damned not by evil's irresistible power but by their own bad choices. No one plans on becoming a cocaine addict; it generally starts with a few beers or an occasional joint "just to relax." The path to becoming a child molester often starts with that first picture on the Internet that you didn't click away from right away. Losing an entire month's wages in a "one-armed bandit" probably began with a pleasant night of nickel slots. Evil is not invincible, but it is insidious and progressive. Demons do lie about where the road to Hell leads, but no one is on that path who didn't make up his own mind to walk it. The most thoroughly damned are, of course, those who know where they're going but stay in the handbasket anyway.

The Obligatory Newbie Stuff

Most of this book assumes that the reader is an experienced gamer who speaks the langauge, but there's the off chance that someone who knows little or nothing

about gaming will pick this up and read it. For that person, here is the 101 on role-playing games.

Character: the person in the game to whom all the bad stuff really happens. If a character dies, make a new one. It's not as if you've really lost a friend. A character under the control of a player is a Player Character (PC). A character controlled by the GM (see below) is a Non-player Character (NPC).

Dice: those little blocks of plastic that decide a character's fate. *Immaculate* uses the common 6-sided dice (d6).

Game Master (GM): the poor fool who got roped into running the game instead of being able to sit down and just play. If you read this book before your friends did, that's probably you.

Role-playing Game (rpg): imagine that you and your friends get together to make a movie, but you don't have a camera and can't hire actors. So you create your own characters, deliver the dialogue yourself, describe the costumes (because you can't afford to make any), use your imaginations for the props and special effects and make up the story as you go. Congratulations, you've just played an rpg.

Rules: all that stuff that tells you how the game is supposed to be played. There aren't a lot of rules to Immaculate because a) the design philosophy is to give the GM a lot of dramatic license, and b) how much did you expect in 24 hours?

All right, that's enough for the preliminaries. You want to make a character, right? Read on!

CHAPTER II
IN OUR OWN IMAGE

Creating a character for Immaculate is as simple as making a few decisions. Character generation consists of seven steps.

Step I: Concept

It helps to have a clear idea of what sort of character you want to play before you start this process; the more solid your character concept the easier and quicker making a character will be. A good character concept will define the individual's life experience, role in society and job skills (this will help you in the third and fourth steps). A concept can be as simple as "former soldier," "idealistic young doctor" or "(wo)man of the cloth." Writing a background story for your character isn't necessary, but the GM should award some kind of bonus to players who do.

Step II: Choose Character Type

There are three character types in Immaculate. Each one has its particular strengths and weaknesses.

Angels

Angels are divine spirits who take on physical form in order to do God's work on Earth. They are physically, mentally and spiritually more powerful than the other types. Angels have the disadvantage of not being a natural part of earthly life and thus never having wealthy or influential roles in human society. Angels have incredible resistance to demonic temptations, but giving in even a little can lead to their Falling and becoming demons themselves.

Nephilim

When angels take human form they are capable of mating with humans, and children of such unions possess a measure of angelic ability. A Nephilite's powers come not from faith but from his semi-divine nature – and his half-human nature frees him from angelic constraints. The very nature of Nephilim tends to draw them into the War. It also makes them vulnerable. The combination of divine power and human moral frailty means that these people struggle harder against the dark within their own souls than even the most conflicted saints do.

Saints

Ordinary men and women are the most numerous agents of good. Saints are not always practitioners of orthodox Christianity – some are even deists or members of splinter sects – but all have at least some belief in God. A saint's powerful faith allows her to work miracles, but only while she keeps to the tenets of that faith.

If you are playing a saint or Nephilite you should choose two or three Passions for your character at this time. Passions represent beliefs, experiences or strong feelings that drive the character and influence much of what he does (an angel's Passions are subsumed into the will of his master). Passions are a vital part of the game, so don't neglect them!

Step III: Choose an Archangel

Every PC in Immaculate serves one of the seven Archangels. These senior servants of the Most High manage the details of the War. Each Archangel has a specific sphere of influence and gives his agents training to operate in that sphere. Each Archangel grants a bonus of +1 to one Stat and a free level of one skill. These bonuses don't just apply to angels; saints and Nephilim get them, too! The Stat bonus never increases the Stat beyond the normal maximum for that character type, nor does the skill bonus raise the skill beyond master.

Each Archangel also imposes a ban on his servants. An angel gains a point of Corruption (see the rules chapter) upon breaking his Archangel's ban. Nephilim find that breaking an archangelic ban reduces their ability to fight temptation. A Nephilite who breaks her Archangel's ban suffers a penalty of +1 to the difficulty of all self-control tests for the next 24 hours of game time or for the rest of the session, whichever is longer. The penalty is cumulative for multiple infractions. Saints don't suffer from the ban, but behaving in a manner that is contrary to one's Archangel's standards is frowned upon.

Barakiel

Barakiel is the Archangel of Lightning (speed, storms and the divine prerogative to upset mortal order). His servants get +1 Coordination and a free level of Athletics or Influence.

Barakielites bring divine order by destroying the order that evil humans make for themselves. Upon discovering a thief or corrupt official servants of Lightning must make every effort to relieve the target of his ill-gotten gains (and give the proceeds to the poor, a worthy cause or a more deserving individual) or to remove the official from office.

Gabriel

Gabriel is the Archangel of Fire (which includes both inspiration and divine justice). His servants get +1 Charisma and a free level of Art or Investigation.

If a servant of Gabriel sees an innocent wronged he must either bring the perpetrator to justice or administer justice himself.

Michael

Michael is the Archangel of War. His servants get +1 Strength and a free level of Fighting or any one Weapon skill.

Servants of War may never knowingly surrender to or make peace with the forces of Hell. They may refrain from attacking if there is a sound strategic reason for doing so or if they are under orders from someone of higher rank. They can make truces with demons if doing so will allow them to destroy greater evils, but such arrangements are always temporary.

Orifiel

Orifiel is the Archangel of the Wilderness. His servants get +1 Will and a free level of Navigation, Stealth, Survival or Tracking.

Orifiel's servants may not harm animals except for food, in self-defense or to defend righteous mortals. They are also forbidden to personally make use of firearms, electronics (including computers), hydraulic or pneumatic devices and vehicles that don't depend on animal or wind power (they can ride in cars but not drive them).

Raphael

Raphael is the Archangel of Knowledge (including science and healing). His servants get +1 Intelligence and a free level of Knowledge or Medicine.

A servant of Raphael must at least try to heal any wounded mortal whom she encounters if that person isn't already under a healer's care. Failing to render aid due to treating someone who is more badly hurt does not break the ban. It is also permissible to give priority to the righteous over servants of Hell. Watching a demon die slowly doesn't bother a Raphaelite one tiny bit.

Uriel

Uriel is the Archangel of Salvation. His servants get +1 Awareness and a free level of Escape or Security.

Urielites must at least try to rescue any endangered mortal whom they encounter if it is within their power to do so. Danger includes physical threats, immediate financial difficulties and self-destructive behavior. Mortals who willingly serve the cause of Hell do not trigger the ban.

Zadkiel

Zadkiel is the Archangel of Mercy – that is, divine providence and protection. His servants get +1 Toughness and a free level of Craft or Dodge.

As agents of mercy Zadkielites are forbidden to initiate or escalate violence. They may defend themselves freely, but they cannot start fights nor may they use more force than is used against them.

Step IV: Assign Stats

Stats represent the innate physical, mental, social and spiritual abilities of each person. A character in *Immaculate* has seven primary Stats and three secondary Stats.

Primary Stats
- Awareness: sharp senses and attunement to supernatural events
- Charisma: good looks, a pleasing voice and the ability to influence people
- Coordination: balance, speed and manual dexterity
- Intelligence: memory, learning ability and capacity for knowledge
- Strength: the ability to hit hard and lift heavy weights
- Toughness: the capacity to sustain physical damage and to resist disease and poison
- Will: the ability to resist mental and social influence or spiritual attacks

Primary Stats have ratings of 1-7 with 3 being average for ordinary humans and 5 being the maximum without supernatural enhancement. Each character gets a number of points to divide up among the Stats however the player wishes. The only limits are that every Stat must have a rating of at least 1, Saints cannot have ratings over 5 and Nephilim can't have ratings over 6. Angels get 35 points, Nephilim get 28 and Saints get 21. One point in a Stat costs 1 point. Avoid the temptation to max out the Stats that are most useful for the concept; Step V will provide a bonus to one of them. Once the primary Stats are set the player can calculate the secondary Stats.

Secondary Stats
- *Corruption*: this Stat starts at zero. You don't want it to go any higher. See the rules section on Corruption for why.
- *Virtue*: the store of divine power that an individual carries within her being. Base Virtue = Awareness + Will. This value is +7 for angels, +5 for saints and +3 for Nephilim. Thus, a character with Awareness 2 and Will 4 would have Virtue 13 if an angel, 11 if a saint or 9 if a Nephilite. Virtue is necessary for using certain miraculous powers (for more information, see Step VII). Spent Virtue normally recharges at the rate of one point per day, but there are ways to speed this up.
- *Wounds*: this is how much damage the character can take before falling unconscious. The Wounds Stat is equal to Strength + Toughness + Will. The character dies when Wounds has been reduced past a number of points below zero equal to Toughness. For example, a character with Strength 3, Toughness 3 and Will 2 would have Wounds 8. The character is unconscious after sustaining eight wounds and will die after taking a total of 12 wounds.

Step V: Choose Skills

Skills represent learned ability in a specific area. It's possible to perform most activities without a skill, but a skilled person will always have better odds of success (all other things being equal). Skills are rated apprentice, journeyman and master.

One level in a skill costs one level. For example, it costs three levels to buy a skill from untrained to master or one level to increase apprentice to journeyman. Angels begin play with nine levels of skills. Nephilim and Saints get 15 levels. Avoid the temptation to max out the skills that are most useful for the concept; Step V will provide a bonus to one of them.

Players may choose skills from the list below. GMs and players are encouraged to add additional skills as needed; there's no way that a book this thin could include every possible skill that a player might want.

- *Art*: you can create items of beauty. Each art form (i.e. composing, painting or sculpture) is a separate skill.
- *Athletics*: you are skilled at running, jumping and climbing.
- *Computers*: at the apprentice level you can operate computers. At the journeyman level your can do some programming. Masters can write complex software and hack into secure systems. Computers skill also lets you evaluate computer hardware (but not other electronics) and software.
- *Craft*: you can create useful things, usually from everyday materials. Each form of craft (armory, carpentry, cooking, metalwork, etc.) is a separate skill.
- *Dodge*: you know how to evade attacks. Your Dodge skill makes you harder to hit in physical combat (see the combat rules for more details).
- *Enchanting*: you know how to infuse ordinary objects with miraculous power. An apprentice can make a relic 1-2, but it takes a journeyman to make a relic 3-4 and a master to make a relic 5 (see the Resources section for more details). In order to place a power into a relic you must either have that power or have an assistant who does. Enchanting takes one month plus one month per level of the relic. You can shorten this by accepting a penalty to the Enchanting roll equal to +1 difficulty per week of time reduction.
- *Escape*: you are able to get out of bonds, handcuffs, straightjackets and the like. You can also use this skill to free others.
- *Fighting*: you are trained in some form of unarmed combat. The exact style matters less than your skill at it; a novice at karate is no match for a professional boxer.
- *Influence*: you can exert social pressure more effectively – basically, you are skilled at social combat. Intimidation (influence by inspiring fear), oration (influence by inspiring confidence and trust), persuasion (convincing by logic or guile) and seduction (sex appeal) are all separate skills.
- *Investigation*: you know how to examine a scene and uncover clues.
- *Knowledge*: you have a wealth of information about a particular subject. Each area of knowledge (i.e. astronomy, finance, history, or physics) is a separate skill. Angels get the apprentice level of Knowledge: Angels for free.
- *Language*: you speak, read and write a language. Each language is a separate skill, and you must have at least the journeyman level to be fluent. All characters have the journeyman level in their native tongues for free. For angels the most common language spoken in the region where the campaign takes place is considered their native language for this purpose. Angels also speak *Celestial* (the language of Heaven) at the journeyman level.

- *Medicine*: at the apprentice level you can administer first aid. At the journeyman level you can treat more serious injuries and minor diseases – you are effectively equal to a nurse or paramedic. Masters at Medicine can perform major surgery or treat serious diseases; you must be a master to be an M.D.
- *Navigation*: you can find your way around even in unfamiliar surroundings. Navigating on land, at sea and in the air are all separate skills.
- *Performance*: you are skilled in one of the performing arts (acting, dancing, singing, etc.). Each art form is a separate skill.
- *Security*: you know how to evaluate and circumvent security systems. You can pick locks, crack safes, find the dead zones in camera coverage or design a security setup with as few weaknesses as possible.
- *Stealth*: you can move almost silently and leave very little trace. You also know how to best exploit available cover to reduce your visibility.
- *Survival*: you know how to find food, water and shelter in the wilderness. You can identify which animals and terrain features are dangerous and which plants are edible. You can start a fire and keep it from getting out of control.
- *Swimming*: you are comfortable moving in water. At the master level you can use scuba gear.
- *Tactics*: you are knowledgeable of small unit combat. You can lead troops in battle, gauge an enemy unit's intentions by their movements or device the best method of attack or defense for a given situation.
- *Technical*: you are skilled at making and repairing machines.   Each different technical skill (electronics, gunsmithing, mechanics, and so on) is a separate skill.
- *Tracking*: you are wise in the ways of the trail. You can follow tracks and other signs as long as the trail isn't too cold. You can even tell some things about the condition of your quarry (i.e. speed of travel, whether or not he is wounded or burdened or how many there are).
- *Vehicle*: you can operate a vehicle of some kind. This usually means being able to drive a car or a motorcycle, but Vehicle skill also includes knowing how to fly a plane or sail a boat. Each type of vehicle requires a different skill, but each Vehicle skill covers conveyances of the same general type and similar size (thus Vehicle: Cars allows one to drive vans and pickup trucks as well).
- *Weapon*: you are proficient in the use of some kind of weapon. One Weapon skill covers all weapons of the same basic type that are used in the same manner. For example, Weapon: Pistol covers all handguns while Weapon: Kendo applies to all "samurai" swords.

Step VI: Allocate Resources

Every character has resources that make life on Earth easier. Resources are rated 1-5 with higher level resources being more useful. Angels get 3 points worth of resources. Nephilim and saints get 7 points of resources.

- *Connection*: you know someone who can do you favors. Each level of connection represents one favor that you can call for per game session. Something minor like a request for unrestricted information costs one favor. Something more difficult (like a request for confidential information or getting a traffic ticket dismissed) costs two

favors. A serious favor – something for which the connection risks jail time or minor injury – costs three favors. A truly major favor (something that could get the connection seriously injured or even killed) costs four favors. You can't ask a connection for anything more than that. You must define what sort of favors a connection can do for you when you take the resource – for example, a judge can help with traffic tickets or court records, but is useless if you need medical records altered. You may purchase this resource more than once so as to have connections that can do different things. A connection is a resource that requires a lot of maintenance. You will occasionally have to do favors for your connections – and the bigger the favor you last asked for, the bigger the favor you owe in return.

- *Domain*: you have a special sanctuary to call your own. A typical domain has the area of a single-family dwelling and its grounds, but a domain 4 may be up to twice as large and a domain 5 up to three times as large. While resting in your domain you regain an extra wound per day (if injured) and you never suffer from demonically inflicted nightmares. In addition to this any attempt to find you has the level of the domain added to the difficulty. Lastly, you subtract the level of the domain from the difficulty of any task that you undertake as long as that task is related to your Archangel's sphere of influence. These benefits only apply as long as you remain within your domain.

- *Font*: you have access to a place of power where the nature of the divine – and the power of your Archangel – is strong. Any heavenly character may spend an hour praying or resting at an angelic Font and regain 1 Virtue. If the Font is attuned to the nature of your Archangel you regain 2 Virtue. A Font may be used a number of times per day equal to its level (multiple characters using it simultaneously do not count as one use). An angel whose current level of Corruption exceeds the level of the Font cannot use that Font. Indeed, bringing that much Corruption close to a Font is sure to anger the Archangel who watches over it.

- *Relic*: you own or have regular access to an item of supernatural power. A relic 1 grants a bonus of –2 to the difficulty of using a specific skill. A relic 2 grants a bonus of +1 to one of your Stats (this can raise the Stat beyond its normal maximum). A relic 3 contains a minor power. A relic 4 contains a moderate power. A relic 5 contains a major power. A relic of any level above 1 may grant two benefits from the next lower level instead of one at its own level. You must have the relic in your possession in order to benefit from it. You must define the exact bonuses granted by a relic when you take the resource. Those bonuses are usually appropriate to the relic's form. Relics are fairly easy to destroy; any such item can sustain a number of wounds equal to 2 + (relic level x 2) before it stops functioning. Any further damage that exceeds the relic's level destroys it beyond repair. For example, a relic 3 could sustain eight wounds before it stopped working and an additional three wounds before it was destroyed. Destroying the item would take at least (8 + 3 + 1) = 12 wounds.

- *Servant*: you have someone who serves you. A servant is completely loyal, even to the point of death or imprisonment. The higher the level of the servant the more competent the individual is. A servant 1 is a below-average mortal built on 18 Stat points, 9 skill levels and no powers. A servant 2 is a competent mortal built on 21 Stat points, 12 skill levels and no powers. A servant 3 is an exceptional mortal built

on 28 Stat points, 15 skill levels and no powers. A servant 4 is the same as a servant 3 except with three levels of powers, or a phenomenal mortal with no powers, 35 Stat points and 18 skill levels. A servant 5 has 35 Stat points, 18 skill levels and six levels of powers and may be a Nephilite with maximum ratings of 6 in all Stats. The GM should always design the character sheet for a servant, but the player should be allowed input. The servant's basic area of expertise should always be the player's decision – it's not fair for the GM to saddle a player who spent points on a bodyguard with a noncombatant mechanic. Note that a servant is a resource; they never have resources themselves.

- *Status*: you have rank – and possibly some official powers – in human society. Status 0 is the norm for most humans. Status 1 is a person of some renown in the local area (i.e. a neighborhood hero or the chairperson of the local homeowner's association). Status 2 is equal to a minor city official. Status 3 is equal to a major city official or low-level regional official. Status 4 is a powerful regional official. Status 5 is a national official, perhaps even a head of state. Angels may never have status greater than 2; the Archangels prefer that mortals guide their own destinies. You may add your level of status to your Charisma for certain social tasks if you are in a place where they recognize your status. You must define the source and scope of your status when you take this resource.

- *Wealth*: you have money, maybe lots of it. The most money that you can have with wealth 0 is what you'd make on a part-time minimum wage job. Wealth 1 makes you lower middleclass. Wealth 2 makes you middleclass. Wealth 3 makes you upper middleclass. Wealth 4 makes you wealthy. Wealth 5 makes you filthy rich. The GM should be wary of characters who begin play with wealth higher than 3; having that much money with which to buy equipment and favors can easily be unbalancing. Multiple wealthy characters in the same party simply will not do.

Step VII: Choose Powers

Immaculate characters can have a host of miraculous powers with which to do the work of the Almighty. Powers are rated in levels of minor, moderate and major. It costs one level to buy a minor power, two to buy a moderate power or three to buy a major power. Saints and angels begin play with six levels of powers. Nephilim get three levels. The description of each power lists the game mechanics for using it.

Anointing

This power grants supernatural proficiency for a given task. You can only anoint someone for a task that is appropriate to your Archangel's sphere of influence, and you may not anoint yourself. The subject's very next attempt to perform the specified task – if it occurs within 24 hours of the Anointing – receives a bonus based on the level of the power used. At the minor level the task has a bonus of –2 to the difficulty. Moderate Anointing reduces the difficulty by –5. With a major Anointing the task automatically succeeds (on Enchanting rolls this is changed to a difficulty reduction of -10). Each use of this power requires that you either spend 1 Virtue or one hour in prayer per level of the power to be used. For example, you can grant a moderate Anointing after spending 2 Virtue or spending two hours praying.

Blessing

A Blessing takes whatever is blessed and makes it more of what it is or more like what it should be. This is the most open-ended power in the game, as the effects are entirely up to the GM. Blessing a car might make it go faster or keep the engine from overheating. Blessing food might make it taste better or keep it fresh longer. Blessing a pregnant woman might give her easy labor… or cause her to have twins! The only predictable thing about Blessing is that the higher the level of power used the more spectacular the effect. The most important thing for the GM to remember – especially in regard to player characters – is that the effect will always be what the party who benefits from the Blessing most needs whether or not that's what the player wants. The cost for using Blessing is the same as for Anointing. You may not bless yourself, and any attempt to bless an activity that your Archangel wouldn't approve of might have an unpleasant effect instead.

Dominion

You can issue a command that must be obeyed. You engage your target in social combat using your Will against the target's Will (see the rules section for details); you may use an appropriate skill. An inanimate object has an effective Will of 5, while an elemental force has an effective Will of 7. If you win the target follows your command for one hour, +1 hour per point by which your Will exceeds the target's Will. If the target is an intelligent being the duration is measured in minutes instead of

hours. You cannot make the target do something that it isn't capable of, nor can you command a living being to kill itself. Successful use of this power costs 1 Virtue.

The Dominion power is actually several powers; each Dominion is limited to a specific kind of thing. The various areas of Dominion are Beasts, Demons, Elements (natural materials and weather), Machines and Man. It may be possible to have Dominion over angels, but only God and the Archangels seem to have this power. Angels may never have Dominion over Man, and Nephilim cannot use this power against saints (though other humans are vulnerable).

As a minor power Dominion affects a single target (for Elements, an area about 10 yards in radius). As a moderate power the area of effect expands to about 10 yards (100 yards for Elements). As a major power Dominion affects every target within a 100-yard radius (one mile for elements).

Glory

The Glory power brings the light of Heaven to Earth. At the minor level you can create illumination equal to a flashlight for one hour or create glare that makes you hard to look at (+1 to all sight-based targeting difficulties) for one minute. At the moderate level you can shed the light of a full moon over an area the size of a suburban lawn for one hour or create more powerful glare (+3 targeting difficulty) for one minute. Major Glory can bathe an area the size of a football field in the equivalent of sunlight for an hour or project a flash that blinds any hostile entity who fails an Awareness check with a difficulty of your Intelligence + Will. The target will be unable to see for three turns. If you spend 1 Virtue on this power, at any level, the light will be true sunlight for the purpose of its effect on creatures of darkness.

Healing

You can instantly heal injuries, cure diseases or detoxify poisons. With a minor power you must touch the target to restore a number of wounds equal to your Awareness or dispel a minor natural disease or poison. At the moderate level you can do the same for a target within the sound of your voice. Moderate Healing can also cure major natural disease or poison or minor supernatural disease or poison at a touch. Major healing can correct any disease or poison on contact, heal chronic infirmities (blindness, paralysis, etc.), restore lost limbs or even restore life to someone who died less than (your Awareness) minutes ago; the subject is restored to 0 Wounds. A subject who is still alive can be restored to full health (full normal Wounds Stat) with major Healing. This power requires no roll to use but costs Virtue equal to the level of power used (1 for minor, 2 for moderate, 3 for major).

Retribution

You can call upon one of the primal forces of the universe to strike down your foes. As a minor power Retribution does 1 wound, the moderate power does 2 wounds and the major power does 3. You must spend Virtue to activate Retribution for a number of "shots" equal to your Will. It costs 1 to use it as an unarmed melee attack (which adds to your normal melee damage) or to hurl a ranged attack, 2 to charge a melee weapon and add to the damage from that attack or 3 to charge a ranged weapon.

You must first hit your target before you can do damage with this power. If your Retribution is a physical attack you aim it with Coordination. You aim mental attacks with Intelligence and spiritual attacks with Awareness. Mental and spiritual attacks ignore ordinary physical armor, but relic armor and certain supernatural defenses will stop such attacks normally.

When your purchase this power – which is actually many powers – you must specify what force you can call upon. If that force is part of your Archangel's sphere of influence you inflict +1 wound with each attack. Some possible elements appear below. GMs and players are encouraged to devise others.

- Mental: fear, laughter, thought, wrath
- Physical: air, earth, fire, ice, light, lightning, water
- Spiritual: chaos, justice, purity, time

Sanctity

Just as Retribution calls upon the primal forces of the universe for attack, Sanctity calls upon them for defense. For 1 Virtue you can create a shield of primal force that stops a set number of wounds (7 for minor Sanctity, 14 for moderate or 21 for major). The shield remains in place until all of its wounds are expended or you dispel it, whichever comes first. This doesn't mean that you can walk around with the shield up all the time waiting for an attack; Sanctity is an obviously supernatural effect and is *always* noticeable. Mental and spiritual effects might not be visible, but even mortals can sense their presence. Physical effects will be visible.

As with Retribution Sanctity is actually a multitude of different powers. You must choose your element when buying the power. Physical elements only stop physical attacks, mental elements stop mental attacks and spiritual elements stop spiritual attacks. If the element falls within your Archangel's sphere of influence your shield gains +3 wounds.

Subtlety

This power doesn't grant true invisibility, but it does make you harder to notice. Anyone who wishes to detect you while this power is active must defeat you in a test of his Awareness + Investigation versus your Charisma + Stealth (you gain the normal bonuses for cover and limited visibility). Furthermore, you gain +3 to your Charisma for the purpose of this power if you have moderate Subtlety or +7 if you have the major power. You may reduce the effective level of the power by one level to include up to two other people or by two levels to include up to 10 other people. Thus with major Subtlety you can hide up to 10 people plus yourself as if with minor Subtlety or two people plus yourself

as if with moderate Subtlety. The concealment lasts for one hour per point of Virtue that you spend. Subtlety does not fool cameras or mechanical sensors, but anyone who is close enough to detect you with unaided senses won't pay any attention to the sensor if he fails to penetrate the power.

Tongues

You can speak with the tongues of men and angels. Tongues is actually three different powers; Glossolalia, Logos and Xenoglossia. Glossolalia grants you the ability to use supernatural languages on Earth (angels can normally speak Celestial only in Heaven, and living mortals can't usually speak it at all). With Glossolalia you can employ Celestial or Infernal – though heavenly agents can only comprehend the language of Hell; they cannot speak it. Logos translates written languages. Xenoglossia lets you understand earthly languages that you haven't actually learned.

As a minor power Tongues allows you to understand language that is spoken to you (Glossolalia and Xenoglossia) or that you read (Logos). As a moderate power you can speak (Glossolalia and Xenoglossia) or write (Logos) to a single individual in any language that you know and be understood in the recipient's native language. Major Tongues works like the moderate level except that the effect extends to everyone within the sound of your voice (Glossolalia and Xenoglossia). Major Logos translates text that you read silently or write so that everyone who can see the page can understand it. Each level of power includes the effects of lesser levels. Tongues remains active for one hour, +1 hour for every point of Virtue that you spend. The translation effect of Tongues does not extend to recording devices.

Transubstantiation

You can change one substance into another. You can transmute up to (your Intelligence) kilograms of mass per 1 Virtue that you spend. The converted substance does not change shape – unless you change a solid into a liquid or a gas – but it might change volume. You must touch the target or be close enough to touch it in order to use this power. At the minor level you can change the subject into any substance that is of similar consistency (i.e changing water into wine or bronze into iron). With the moderate power you can convert between dissimilar consistencies but similar states (iron into wood, wine into oatmeal, etc.). Major Transubstantiation can convert any substance within range into any substance that you are familiar with. The transformation is permanent until you or someone else with this power reverses it. You cannot use this power on living things, but it will work on once-living matter.

CHAPTER III
KEEP THESE COMMANDMENTS

Task Resolution

Task resolution – determining the success or failure of what characters do – is simple. The process consists of three steps: determine difficulty, determine proficiency and roll.

Determine Difficulty

The GM decides how hard the task is on a simple scale: very easy, easy, average, difficult, very difficult. Each of these levels has a standard difficulty number on the chart below.

Difficulty Level	Difficulty #
Very Easy	5
Easy	7
Average	10
Difficult	15
Very Difficult	20

Situational modifiers can increase or decrease the standard difficulty at any level or even modify a task to the next highest or lowest level. For example, the GM might decide that picking a certain lock is normally easy – but doing it with the wrong tools might increase the difficulty by +2 while taking a lot of extra time might make it a very easy task instead. Once the GM decides on the final difficulty the ball is in the player's court.

Determine Proficiency

The player decides (with the GM's approval) which of the character's Stats is most useful for the task at hand. The player then checks to see if any of the character's skills applies to the task. Only one skill is allowed per task. If the character has an appropriate skill (again, subject to GM approval) he gets a bonus to his Stat of +2 per level of skill (+2 for apprentice, +4 for journeyman, +6 for master). This yields the character's base proficiency for this task.

Roll

The player rolls two 6-sided dice (2d6), adds the results together and adds that sum to the base proficiency. If the final result is equal to or greater than the difficulty, the character succeeds. If the result is lower than the difficulty the character fails. The degree of success or failure depends on how much over or under the difficulty the result is. The GM should describe something spectacular for any roll that is more than three over or under the required number for success.

Two special results are worth noting. A natural roll of 12 (two sixes) is an automatic success. Even if the base proficiency is too low to succeed with that roll, "boxcars" always succeeds. On the opposite end of the spectrum is a roll of "snake

eyes" (two ones); a natural unmodified roll of 2 is an automatic failure no matter what chance of success the character has.

> ### *Example:*
> *Marcus is trying to pick a lock. It's a pretty good lock, so the GM sets the difficulty at difficult (15).*
> *Marcus' player argues that this is a Coordination task, and the GM agrees. Marcus has a Coordination of 6 (he's a Nephilite, and his Coordination is maxed out). He also has journeyman Security skill for a bonus of +4. Marcus' base proficiency is 10. All he needs is a 5 or better on the roll to succeed.*
> *The player rolls the dice and gets a pair of 3's – a 6. The roll plus the base proficiency = 16, a success one point over the required number. Marcus picks the lock easily and walks into the restricted compound.*

Combat

Combat uses the same task resolution as everything else. The only difference is that the GM sets the base difficulty based on the range to the target.

Range	Difficulty Level
Close (less than 3 yards)	Very Easy
Short (3-5 yards)	Easy
Medium (6-50 yards)	Average
Long (51-200 yards)	Difficult
Extreme (201+ yards)	Very Difficult

Again, situational modifiers apply. Hitting a target in the dark can be tricky even at close range, while a telescopic sight might reduce the effective range to the target from extreme to medium. The basic to-hit roll uses the attacker's Coordination plus whatever combat skill applies – Fighting for unarmed attacks, a Weapon skill for armed attacks.

Combat takes place in turns. Each side involved in the fight rolls one 6-sided die (1d6); the higher result has initiative. The side with initiative resolves their actions first but states their actions last – in other words, they get to pick their actions based on what the other side does. Initiative stays with the side that first wins it until some major reversal occurs (for example, the other side starts winning or the side with initiative loses its leader).

The target of an attack can try to dodge. The target's player (the GM if the target is an NPC) makes a Coordination + Dodge roll with (attacker's base proficiency) + 4 as the difficulty. If she succeeds she can then subtract her Coordination or degree of success, whichever is higher, from the attacker's roll. This can cause the attack to miss (and the target to breathe a sigh of relief!).

A target can also try to shrug off an attack using sheer fortitude. This works just like dodging except that the target uses Toughness + Fighting instead of Coordination + Dodge. If the resistance roll is successful the target subtracts his Toughness or degree of success, whichever is higher, from the attacker's roll. If this results in a miss the attack doesn't actually miss; it just glances off and has no effect.

Each party in a combat gets one action per turn. An action can be used to attack, dodge, move or ready a weapon (reloading counts as readying a weapon for this purpose). Some heavy or awkward weapons – i.e. antitank rockets and crossbows – take two actions to ready and/or use. Resisting an attack with Toughness does not take an action.

A successful attack does damage. The base damage is 1 wound for unarmed attacks unless the character has Strength greater than 5; then the base damage is 2 wounds. Having a weapon in hand can increase the damage of a melee attack. Melee weapons have ratings of small, medium and large. The damage bonus for melee weapons is as follows:

Weapon Size	Damage Bonus
Small	+0
Medium	+1
Large	+2
Edged	additional +1

This is a simple system for determining the damage bonus of any exotic weapon that players might want to try; simply match its size with whether or not it's edged. Thus, most swords (medium edged weapons) will have a damage bonus of +2. Do note that a weapon's size rating has more to do with its weight than its length; a whip is a small weapon in spite of being longer than a broadsword while a battle ax, which is shorter than the medium-sized broadsword, is a large weapon. GMs who want to bother with the effect of a weapon's weight on someone's ability to wield it can use the simple system of requiring a minimum Strength equal to the weapon's damage bonus in order to wield that weapon effectively.

On first reading it seems that there's no benefit to wielding a small blunt weapon. That's not quite true. The benefit is that the weapon has no nerve endings. That allows you to hit an armored target or parry an opponent's weapon without hurting your hand.

It's also worth noting that some weapons – notably whips, lassos and fencing swords – depend on finesse rather than muscle power to do their damage. As a optional rule the GM can allow an attacker using such a weapon to base the damage on Coordination instead of Strength.

Mental and Social Conflict

All of the above assumes that it's a physical combat taking place. If the combat is mental – mind-to-mind rather than hand-to-hand – the attacker uses Intelligence + Influence to attack and the defender uses Awareness + Investigation to dodge or Will + Influence to resist. In spiritual (soul-to-soul) combat the attacker uses Charisma + Influence to attack and the defender uses Awareness + Investigation to dodge or Will + Influence to resist.

The result of mental or social combat won't usually be damage (though, with some supernatural powers in play, it can be). Mental combat will usually result in someone being persuaded or deceived while spiritual combat will most often result in

someone's emotions being toyed with. The exact effects are up to the GM based on what the attacker was trying for.

Corruption

The secondary Stat of Corruption is a measure of how much a character has given in to his darker nature. Angels gain a point of Corruption whenever their violate the bans imposed by their Archangels. It's not so cut-and-dried for saints and Nephilim. As mortals they have free will. They only accumulate Corruption when they give in to their own darker natures.

It's the GM's job to provide moral quandaries that challenge the PCs (though not necessarily every character, every game). A saint or Nephilite who chooses the darker way gains a point of Corruption. It's important that the GM never make getting Corruption a matter of die rolls. The player should always choose the action that corrupts his character. A good GM will be able to present the choice in such a way that the path of evil is attractive – it might just play to the character's moral weaknesses, or it may truly seem to be the best way to achieve a good end. This kind of dilemma is central to the theme of *Immaculate* – one gets to Heaven or Hell by making choices, not just by following or breaking rules.

When a character's Corruption is more than twice his Will, it's "game over." An angel Falls and becomes a demon. A saint or Nephilite becomes a mortal agent of evil who is ruled by his own dark passions. In either case the character becomes an NPC and is removed from play (unless the GM wants to bring him back to mess with the players at a later date).

It is possible to lose Corruption through an act of atonement. The exact requirements are deliberately vague; players should never get the idea that following a formula can get them around this game mechanic. The character must perform one or more acts of contrition and be really sincere about repenting (hint: if the player can't articulate why the actions that earned the Corruption were wrong, assume that the character is only sorry about getting caught). If the GM believes that the atonement is good enough the character loses one point of Corruption. A truly supreme act of contrition – including but not limited to giving one's life for a divine cause – can completely rid a character of Corruption if the total count is less than five.

Character Development

Immaculate characters don't remain static; they improve over time. To reflect this the GM should award Experience Points (XP) at the end of each game session. XP is the out-of-game mechanic that represents the in-game effort that characters put into improving themselves. The recommended standard XP award is 1 XP per game. Awarding bonus XP to certain players for exceptionally good role-play is certainly appropriate, as is giving the entire group for getting through an especially difficult session. The GM should generally never give anyone more than 3 XP for a single game; more than that may result in too-fast character development and the "PC demigod" syndrome. Players may spend XP in a number of ways to improve their characters.

Improved Stats

Increasing a Stat costs XP equal to the new rating. Remember that Saints can't improve Stats past 5, Nephilim can't go past 6 and angels can't grow beyond 7.

New/Improved Powers

Buying a new power at the minor level – and new powers must be bought at this level and no higher – costs 7 XP. Increasing a power from minor to moderate costs 10 XP, and increasing from moderate to major costs 15 XP.

The GM should always require a justification for any new power that a player requests. Remember that the powers aren't just cool toys that God hands out, they're the out-of-game mechanic that represents the spiritual tools that Archangels give their servants so that those servants can do their jobs. In Heaven nobody is awarded a new tool until he proves that he can be trusted with it – and even then he usually has to show some proficiency with the tools that he already has.

New/Improved Resources

Buying a new resource or improving an existing one costs 3 XP per level. Buying a new resource should always be accompanied by some in-game effort to develop the new perk. Domains and Fonts don't just fall from the sky (though they can be given as rewards by pleased Archangels), and relics don't grow on trees. A PC shouldn't be allowed to buy a new resource without having done something in-game to acquire it. The player must always be able to justify the purchase. Improving an existing resource is always permissible.

New/Improved Skills

Buying a new skill at apprentice costs 3 XP. Improving a skill from apprentice to journeyman costs 6 XP. Improving from journeyman to master costs 9 XP. The player must always improve skills one level at a time no matter how much XP he has saved up. Improving new skills is always permitted – the character can do that simply with practice. Buying new skills should always be explained somehow (either by acquiring an in-character teacher or by doing in-character study).

Redemption

A GM who wants to make things easy for his players can allow them to buy off Corruption with XP. It costs 21 XP to buy off one point of Corruption. That may seem expensive, but it's necessary. There are certain kinds of players who would see gaining Corruption as trivial (it's not – in fact, it should always have a profound impact on the character) if it didn't cost them a lot.

"Instant Improvement"

There will be times when a player who has XP saved up will ask to add a new character improvement in the middle of the game. The GM's answer to this should usually be a non-negotiable "no." This kind of "instant improvement" is often a particularly venomous form of metagaming (for those who are new to gaming lingo, that means cheating). If the GM doesn't squash this quick – especially when the culprit is someone the GM really likes – it can thoroughly derail game balance.

The one exception is when the improvement is dramatically appropriate to the current scene. If a PC is trying to hold a door against rising floodwaters to give some civilians time to get to safety, it makes perfect sense for her to manifest a new point of Strength. It wouldn't be a bad thing for the GM to insist that the player really role-play this, though (i.e. by having the character pray for strength). By the same token a new power, a new resource or even a new skill could easily be an answer to prayer or just what the group needs right then.

CHAPTER IV
POWERS AND PRINCIPALITIES

The hordes of Hell are very active on Earth. They're not as powerful individually as their heavenly counterparts are, but there are many more of them. The main antagonists in *Immaculate* are apostates, demons and sorcerers. The descriptions below are deliberately vague because they're intended to be customized by the GM (no reason that players who've read this book should know what they'll be up against…). It's vital that the GM not rely on these entries for that very reason – these templates shouldn't be used as is, but rather as starting points for the GM's own twisted plans.

Apostates

The most numerous enemies of the Immaculate are just ordinary humans who have completely given in to their own darker impulses. What they lack in supernatural power they make up for with cruelty and devilish cunning. They also learned early to band together against the forces of good. Consequently most angels spend more time fighting organized crime than they spend battling demons.

Apostates vary considerably in their methods and equipment. Almost all of them are out to amass as much money and/or power as they can – and almost all of them end up working directly or indirectly for someone who's better at it. This puts the lot of them firmly in Satan's pocket. Few of these people know that they're working for Hell – and fewer of them would care if they did.

Apostate Leader

Awareness: 3	Strength: 5	Fighting: Master
Charisma: 3	Toughness: 5	Influence (Intimidation): Journeyman
Coordination: 4	Will: 4	Tactics: Apprentice
Intelligence: 3	Wounds: 14	Weapon: two at Journeyman

Apostate Mastermind

Awareness: 4	Strength: 2	Influence (Persuasion): Master
Charisma: 5	Toughness: 2	Influence (Intimidation): Master
Coordination: 4	Will: 5	Knowledge: three at Journeyman+
Intelligence: 5	Wounds: 9	Tactics: Journeyman

Apostate Thug

Awareness: 2	Strength: 4	Fighting: Journeyman
Charisma: 3	Toughness: 4	Vehicle (Car): Apprentice
Coordination: 3	Will: 3	Weapon: two at Apprentice
Intelligence: 2	Wounds: 11	

Demons

When Lucifer rebelled he took a third of the heavenly host with him. Subsequent Falls have bolstered Hell's ranks until now there are almost as many demons as there are angels. Most demons will gladly kill an angel's mortal seeming

just for the fun of it – but there are those who would rather corrupt an angel and add him to the ranks of the Fallen.

Like their heavenly counterparts demons have no true mortal bodies; their physical forms are only shells. Kill and demon and he'll just come back later – after his demonic superior gets through reprimanding him. Demons also have a range of powers similar to that of angels, though they know many of the abilities by different names (for example, demons don't care much for Sanctity – but they have a fondness for Sacrilege). And of course, demons have the secondary Stat Vice instead of Virtue.

Corrupter Demon

Awareness: 5	Strength: 3	Influence (Oration): Master
Charisma: 6	Toughness: 5	Influence (Persuasion): Master
Coordination: 3	Will: 6	Knowledge (Angels + 1): Journeyman
Intelligence: 7	Wounds: 14	Performance (Acting): Journeyman
Vice: 18		

Powers: Subtlety (major)

Destroyer Demon

Awareness: 4	Strength: 7	Fighting: Master
Charisma: 3	Toughness: 7	Influence (Intimidation): Journeyman
Coordination: 6	Will: 6	Security: Journeyman
Intelligence: 4	Wounds: 20	Weapon: three at Master
Vice: 17		

Powers: Retribution (moderate), Sanctity (minor)

Tempter Demon

Awareness: 6	Strength: 3	Dodge: Journeyman
Charisma: 7	Toughness: 4	Escape: Master
Coordination: 6	Will: 6	Influence (Seduction): Master
Intelligence: 5	Wounds: 13	Knowledge (Sexual Technique): Master
Vice: 19		

Powers: Glory (moderate), Subtlety (minor)

Sorcerers

Sorcerers are the dark reflections of saints. Rather than drawing power from faith as saints do sorcerers sell their souls to gain power that (they think) is fully under their control. Their magic is a lesser form of the powers that demons wield, and they rarely grow powerful enough with it to threaten their demonic allies (read: masters). A sorcerer can have any power that a demon can have – and will probably use the demonic name for it – but will rarely learn those abilities beyond the moderate level. Those who do, or who show signs of being close, are usually killed in gruesomely instructive ways.

Alchemist

Awareness: 3	Strength: 3	Enchanting: Journeyman
Charisma: 2	Toughness: 5	Knowledge (Chemistry): Master
Coordination: 4	Will: 4	Knowledge: three at Journeyman
Intelligence: 4	Wounds: 12	Weapon (Grenade): Apprentice
Vice: 12		

Powers: Healing & Transubstantiation (minor)

Enchanter

Awareness: 3	Strength: 2	Craft: three at Journeyman+
Charisma: 2	Toughness: 2	Enchanting: Master
Coordination: 5	Will: 4	Influence (Intimidation): Journeyman
Intelligence: 4	Wounds: 8	Knowledge: three at Journeyman
Vice: 12		

Powers: Glory & Sanctity (moderate)

Loremaster

Awareness: 5	Strength: 2	Dodge: Journeyman
Charisma: 4	Toughness: 3	Escape: Journeyman
Coordination: 3	Will: 4	Influence (Oration): Master
Intelligence: 5	Wounds: 9	Influence (Persuasion): Journeyman
Vice: 14		

Powers: Healing & Tongues (minor)   Knowledge: four at Master

Spellbinder

Awareness: 4	Strength: 3	Influence (Intimidation): Journeyman
Charisma: 5	Toughness: 3	Influence (Persuasion): Journeyman
Coordination: 4	Will: 5	Influence (Seduction): Journeyman
Intelligence: 4	Wounds: 11	Knowledge: five at Apprentice
Vice: 15		

Powers: Dominion (moderate), Subtlety (minor)

The world is not what you think it is. Evil is real, demons walk the Earth and Hell hungers for every human soul. The ignorant masses are powerless against the hordes arrayed against them – but you are not. You dare to stand up as a force for good in a world of corruption. You are *Immaculate…* and all the powers of Hell shall not prevail against you!

Immaculate is a role-playing game set in a world much like our own. Players take on the roles of agents of good who wage a lonely war against the armies of evil… and against the temptation to fall into the Dark. Your numbers are few, your foes many and powerful, but hope remains alive. When the shadow within your soul is strongest, will you continue to fight the good fight?

Immaculate is a product of *Black Rabbit Games*™
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Warning: this game is intended for mature audiences. It contains treatments of religious themes that may be offensive to some readers.