# DE NOVO GAMES

# Saints

# And

# Sinners

# A 24 hour RPG

## By Joseph Johaneman

# SAINTS AND SINNERS

A Role Playing Game of Divine Destiny

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# Chapter 1:  Introduction

Welcome to Saints and Sinners, a Role Playing game of divine destiny. Characters play the role of Saints, normal humans who have been divinely inspired and empowered, to help fight the demonic threat on earth.

This is a game for experienced role-players.  If you've never played a role-playing game, then this is not the game for you.  On the other hand, if you have played several types of games, or played a single game many times, then you might enjoy Saints and Sinners.  Because of the religious nature of the game, it is suggested that only mature adults play Saints and Sinners.

## Background

Since the fall, Lucifer has attempted to make mankind his servants in all things, but God and his messengers, the angels, are not about to let the Light-Bringer destroy all that is holy.

But God has taken a laissez-faire attitude towards mankind, and the universe in general.  The angels have been left pretty much alone in their fight against Satan's minions.  Fortunately, in every generation God divinely inspires several Saints, humans with holy powers and a divine calling to fulfill God's purpose on earth.

Of course, Hell has its own minions.  These Sinners have powers similar to the Saints.  These people are not possessed.  In order to be considered a servant of Hell, Sinners must be acting on their own free will.  They must choose to be evil, just as Saints must choose to be good.  However, Hell can lead people towards sin through the process of corruption.

And even the Saints are not immune to corruption.

# Chapter 2: Character Creation

The first step in designing a character is to pick a Guardian Angel. The Guardian Angel a player chooses determines what Divine Graces a character can choose, and also determines how the character views the world.

There are many, many angels in heaven. This book only describes seven. The GM is free to create new angels and Divine Graces.

The choices for Guardian Angel are:


- Gabriel, the angel of love and tolerance.
- Michael, the angel of protection.
- Jophiel, the angel of wisdom and intelligence.
- Raphael, the angel of healing.
- Uriel, the angel of truth.
- Barakiel, the angel of luck.
- Mihr, the angel of friendship.


These angels are described in more detail in Chapter 3: Angels and Demons.

## Attributes

After you have chosen a Guardian Angel, you determine your attributes. There are five attributes. Strength represents your ability to lift and move objects, and also helps determine your ability to take damage. Agility determines how fast you react, and affects your ability to move. Will reflects your ability to fight against demonic temptation, and affects your corruptibility. Intelligence determines how easy it is for you to learn new tasks, and how well you know the world. Inspiration refers to your connection to the divine. The higher your inspiration, the more power you have to use on Divine Graces. However, higher inspiration also makes you more prone to temptation, because power corrupts.

Attributes are bought on a point to point basis. For example, two points of strength costs two attribute points. You have fifteen attribute points. The highest score a beginning player can have in any attribute is five. Only through divine intervention can a character surpass a five.

The table below shows what the various levels of attributes represent.

# ATTRIBUTE TABLE

| Level | Rating | Strength | Agility | Will | Intelligence | Inspiration |
|---|---|---|---|---|---|---|
| 0 | Abysmal | Infant | Comatose | Zombie | comatose | Demonic |
| 1 | Terrible | toddler | Graceless | Weak-Willed | Very Slow | Ungodly |
| 2 | Poor | Weak | Clumsy | Naïve | Slow | Uninspired |
| 3 | Average | Average | Average | Average | Average | Average |
| 4 | Above Average | Strong | Graceful | Strong-willed | Bright | Inspired |
| 5 | Superb | Body builder | Gymnast | Near impenetrable | Genius | Spiritual |
| 6 | Super-human | Olympic weight lifter | Olympic Gymnast | Impenetrable | Super Genius | Angelic |

# Strength Table

| Strength | Drag (in kgs.) | Lift (in kgs.) | Carry (in kgs.) |
|----------|----------------|----------------|-----------------|
| 0 | 0 | 0 | 0 |
| 1 | 35 | 20 | 10 |
| 2 | 70 | 35 | 20 |
| 3 | 140 | 60 | 40 |
| 4 | 300 | 120 | 80 |
| 5 | 400 | 240 | 120 |
| 6 | 500 | 450 | 160 |

# Secondary Characteristics

Secondary characteristics (sometimes called derived characteristics) are calculated based on the values of primary attributes. There are four secondary characteristics in Saints and Sinners: Speed, Damage, Corruptibility and Spirit. Speed determines how fast you move on land. Damage determines how much damage you can take before you slip into unconsciousness, and possibly death. Corruptibility determines how easy it is for Satan's minions to tempt you to commit sin. Spirit is the amount of energy a player has to spend on using Divine Graces.

Speed is calculated as Agility + Strength meters/second. Damage is Strength * 3. Corruptibility is (Inspiration *2) – Will. Spirit is inspiration * 2.

# Corruption

Corruption is a special attribute. It starts out as zero. As a character engages in their Mortal Failings, however, they gain corruption. When the sum of corruptibility and corruption equals twenty-five, the character loses their sainthood and becomes a sinner, a servant of Hell.

# Skills

Characters have 25 points to spend on skills. Each level of an individual skill costs 1 point. For example, if a player wants to buy accounting at level 5, it would cost five points. A player cannot invest more than five points in any one skill. Skills are described in Chapter 4.

Some skills have a default value. This is marked in parentheses after the skill name. For example, Driving (Agility-2), means that a character can drive a car even without the driving skill. However, they will only have the skill equal to the level of their agility minus 2 points.

# Divine Graces

Every character gets 2 Divine Graces. Divine Graces are given to a player by their Guardian Angel, and Divine Graces are individual to each angel. Divine Graces are measured in terms of power and technique. Power represents how strong the effect will be. Technique determines how well the player can control the Grace. A player is given 13 points to divide between power and technique for both graces. A player **must** take 2 Divine Graces, and each one **must** have at least one point in power and technique. Beginning characters cannot have more than 4 points invested in power or technique for any Grace.

For example, if Jenna has Raphael as her guardian angel and she chooses the Divine Graces of Healing Touch and Sense Evil, she must spend at least one point in power and technique for both Graces. She can then spend the other 9 points as she chooses between the two graces.

# Mortal Failings

Each character must take at least two mortal failings. If a player chooses to take more than two, they get an extra Character Creation point for each extra failing, up to a maximum of 3 points. The points can be spent to increase attributes or skills on a one to one basis. (i.e., one character point can increase one attribute by one or one skill by one point.) They can also be used to increase Divine Grace on a 2 to 1 basis. (i.e., two character points can raise the power or technique of one grace by one point.

Mortal Failings are described in Chapter 5.

# SAINTS AND SINNERS
# CHARACTER SHEET

Player Name:_____     Guardian Angel:_____
Character Name:_____

|                 Attributes                 |             Secondary Characteristics             |

Strength:_____     Agility:_____     Speed:_____     Corruptibility:_____
  Will:_____   Intelligence:_____     Damage:_____        Corruption:_____
            Inspiration:_____     Spirit:_____

## Skills

| Skill Name | Level | Skill Name | Level |
| --- | --- | --- | --- |
| _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ |

## Divine Graces

| Grace | Power | Technique |
| --- | --- | --- |
| _____ | _____ | _____ |
| _____ | _____ | _____ |
| _____ | _____ | _____ |
| _____ | _____ | _____ |

## Mortal Failings

| Failing | Failing |
| --- | --- |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |

# Chapter 3: Angels and Demons

## Angels

Angels are God's divine messengers. They generally, as a rule, will not directly intervene in the world of men unless set to a specific task by God. God has delegated to them the responsibility of guiding the Saints in the battle against Hell. It is through Angelic Grace that characters regain Inspiration.

## Gabriel

Gabriel is the angel of love and tolerance. He is also the harbinger of Armageddon, and will blow the final trumpet that brings about the end times.

Saints under Gabriel's leadership are expected to show love and kindness to all beings, no matter their class or past deeds. Even Sinners are to be shown love, though that does not mean that one should trust them. Gabriel will punish those who show hatred, even hatred to their enemies.

Gabriel can provide the following Divine Graces to his Saints:

**Charisma:** Charisma allows a character to make another fall in love with him/her. They become instantly attractive to any person they choose. Power represents how long the effect will last (power * 10 minutes). Technique determines how much influence the character wields over their target. It is a contest between the character's technique, and the targets will. (Contests are discussed in Chapter 6.) On a critical success, the effect is permanent. On a critical failure, the target is repulsed by the character for power * 10 days.

**Bliss:** This is the power to make anyone feel serene and blissful for power * 2 hours. If the target resists, it is a contest between the character's technique and the target's will. While blessed, a target cannot commit sin. The thought is alien to them. This does not apply to demons, who are outside the power of divine grace. Sinners, however, are not immune, as they are human. On a critical success, the effect lasts power * 2 days rather than hours.

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**Sense Evil:** All Angels can provide this power, which allows the Saint to detect the presence of Sinners or Demons within power * 2 kilometers. The player must roll against Technique to get a general direction. If they fail this roll, they know something is around, but they can't tell where it is. On a critical success, the character knows exactly where the evil presence is lurking. On a critical failure, the character can't detect anything at all for 1d6 days.

**Cold Heart:** This allows a character to "turn off" another's emotions, making them entirely heartless. This is useful if a saint needs to manipulate a human into doing something less than ethical. Power determines how long the effect lasts (Power * 2 hours). Technique is used in a contest against the target's will. On a critical success, the effect lasts Power * 2 days rather than hours. On a critical failure, the target becomes emotionally volatile for Power * 2 hours, often becoming belligerent and violent.

# Michael

Michael is the angel of protection. As such, his Saints tend to be warriors. However, Michael isn't a bloodthirsty angel of destruction. His primary purpose is to protect the innocent, and that is the task that his saints must constantly keep in mind. Michael will punish saints who allow innocents to be harmed through negligence. On the other hand, he is well aware that sometimes innocents are harmed in the course of battle, and this can be forgiven.

Michael can provide the following Divine Graces to his Saints:

**Sense Evil:** As for Gabriel

**Hand of Michael:** The character can call upon Michael to send a rain of fire down upon his/her opponents. This takes a lot of power, and Michael doesn't always grant the request. He can get annoyed if a character asks for

this intervention too often.  Power determines the amount of damage from the fire (Power * 3).  The player must roll against technique to determine the accuracy of the effect.  On a critical success, the Hand of Michael does double damage.   On a failure, Michael withholds this Grace for 1d6 days.   On a critical failure, Michael withholds this Grace for 1d6 weeks!

**Circle of Swords:**  The character can erect a circle of energy about them that protects them from attack.  The shield can take up to Power * 4 points in damage before it collapses.  Player must roll against technique to raise this shield.  The shield can protect up to technique+1 people.  (So, for example, if a character has a three in technique for Circle of Swords, the shield can protect four people.)  On a critical success, the shield can take double damage before collapsing.  On a failure, the shield comes up, but can only take half damage.  On a critical failure, the shield does not appear.

**Lamb of God:**  When this Grace is used, the target becomes docile and incapable of self-direction.  The effect lasts for Power * 3 minutes.  In order to use this Grace, the player must roll a contest between Technique and the target's Will.  On a critical success, the effect last Power * 3 hours.  On a failure, the target is not affected.  On a critical failure, the target becomes enraged and will immediately attack the nearest available target.

# Jophiel

Jophiel is the angel of wisdom and intelligence.  She enjoys learning and academia, and encourages her Saints to study everything they can get their hands on.  Saints of Jophiel often have skills representing higher education, especially dead languages.



Jophiel expects her Saints to spread accurate knowledge wherever they go.  If one of her Saints spreads inaccurate knowledge, Jophiel is likely to punish them by temporarily taking away a grace.

Jophiel can provide her saints with the following graces:

**Sense Evil:**  As Gabriel

**Tongues:**  The character with this grace can speak and understand any tongue for Power * 3 minutes.  Every time the character tries to speak or understand a specific language, they must roll against technique.  A failure means they don't understand.  A success means

they do.  On a critical success, the character is suddenly fluent in the language and knows it for life.  On a critical failure, the character can never learn that particular language.

**Research:**   The character can research any topic and gain instant understanding.  This knowledge will remain with the character for power * 2 hours.  Note that this effect is automatic and does not require a technique roll.  However, the player may opt to roll in the hopes of achieving a critical success.  On a critical success, the character retains the knowledge as a skill of level technique permanently.  (So, for example, if a character researches accounting, and rolls a critical success with a technique of 3, they automatically have a skill level of 3 in accounting, permanently.)  On a failure, the character learns nothing and must wait 1d6 days before trying to research that specific topic again.   On a critical failure, the character is hopelessly befuddled and can never learn that topic, no matter how much they try to research it.   The actual length of time it takes to research something is equivalent to 6 – technique hours.

**IQ:**  With this grace, the character can either raise or lower the Intelligence of the target for 2d6 hours.  The Intelligence is raised or lowered by power.  (So, if the power is 3, intelligence would be raised/lowered by 3 points.)  If the target does not resist, the effect is automatic.  If the target does resist, the character must roll a contest between technique and the target's will.  On a success, the target's Intelligence is lowered/raised.  On a critical success, the target's intelligence is automatically raised/lowered to the maximum/minimum (6/0).  On a failure, nothing happens.  On a critical failure, the opposite effect occurs (i.e., if the intent was to lower the target's intelligence it is raised instead, and vice versa.)  The target's intelligence cannot be lowered below 0, nor can it be raised above six.

# Raphiel

Raphiel is the angel of healing. He abhors violence, and stresses peaceful solutions above all things. He does understand, however, that sometimes force is necessary, but only the minimal amount of force necessary will be tolerated. Out and out murder is unacceptable to Raphiel. Even in cases of self-defense, he only grudgingly forgives his Saints for murder.

Raphiel can grant the following Graces:

**Sense Evil**: As Gabriel

**Healing Touch**: The character can heal damage equivalent to power on any person they touch. This is an automatic effect, and no roll is necessary. A player may opt to roll, however, in the hopes of a critical success. On a critical success, the amount of damage healed is equivalent to power * 2. On a critical failure, the touch inflicts power points of damage.

**Medicine**: The character will immediately be able to find an herb to cure a specific ailment, no matter the season or the weather. The herb will stabilize a diseased or poisoned patient power * 2 hours, giving the character time to get the patient to a medical provider. This is an automatic effect, and no roll is necessary. If the player chooses to roll, a critical success means that the herb they find cures the patient entirely, and no further medical attention is necessary. On a critical failure, the herb will be poison, and will cause 1d6 points of damage per hour until medical attention is received.

**Peace**: When a character uses this Grace, they can heal damaged relationships. There must be a prior relationship for this to work. The healed relationship will last Power * 5 years. The character must roll technique vs. the will of the person with the strongest will on each side of the relationship. On a critical success, the effect is permanent. On a critical failure, the relationship breaks apart forever, with no hope of rescue.

# Uriel

Uriel is the angel of Truth. As such, he insists that his Saints speak truthfully always. To Uriel, omitting facts is the same as lying. Sins of omission are just as dangerous, if not more dangerous than, sins of commission, in Uriel's opinion.

Uriel will punish any of his saints who lie, either by commission or omission. Of course, unlike God, angels are not omniscient, so if a character is careful, they may be able to get away with it.

Uriel can grant the following Graces:

**Sense Evil**: As Gabriel

**Truth**: The character can tell immediately if someone is telling the truth. The effect is automatic, and no roll is required. The effect lasts for power * 10 minutes. If the player chooses to roll against technique, a critical success will cause the effect to last power * 10 hours. On a critical failure, the character will be unable to use this grace for 2d6 days.

**Force Truth**: With this grace, the character can force a target to speak the truth for a certain number of questions equal to the characters power level with this grace. The target can resist, and if they do so, the character must roll a contest of technique versus the target's Will. On a critical success, the number of answerable questions is doubled. On a critical failure, the target cannot speak the truth for power * 2 hours, no matter what is done to them.

**True Seeing**: With this power, the Saint can see things for what they really are. Angels and Demons in human form are obvious to the character. Sinners stand out like dark red beacons in the streets. The effect last power * 2 hours, and is automatic. If the player chooses to roll, a critical success causes the effect to last power * 2 days. On a critical failure, the character will go blind for 1d6 days.

# Barakiel

Barakiel is the angel of luck. Those that follow her are certainly within Divine favor. Barakiel is superstitious, however. Black cats and broken mirrors plague her for years. Her saints must avoid all things that are unlucky. If they don't, Barakiel is likely to punish them.

Barakiel can grant the following Graces:

**Sense Evil:** As Gabriel

**Probability:** The character just has all the luck in the world. Everything goes their way. While under the effects of this Grace, the character does not have to roll for any actions that they are capable of performing. Everything is automatic. Even the most difficult tasks are automatically completed. The effect lasts for Power * 10 minutes. The player must roll against technique. On a critical success, the length of the effect is doubled. On a critical failure, the whole world turns against the character. They are not allowed to roll on any task for Power * 10 minutes, and every task will fail, no matter how easy.

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**Lucky in Love:** The character using this grace will automatically be attractive to members of the opposite sex. Targets are each allowed a will roll against the character's technique. Any who succeed are immune to the effects of this grace. Those who roll critical failures are permanently in love with the character. Otherwise, the effect last power * 2 hours. NPC's in love with the character will do whatever he or she asks, as long as it doesn't violate the target's moral code.

**Heavenly Roulette:** The character cheats death! With a successful technique and power roll, the character is immediately saved from the jaws of certain death, whether by dumb luck or divine intervention. The player must successfully roll against power and technique. If either fails, the effect is only half effective, and the player takes major damage. If both fail, the character is not saved, though medical attention may save him/her. On a critical success for both, the player escapes unscathed. On a critical failure for both,

the character dies in a spectacular fashion with no hope of treatment by any means.

# Mihr

Mihr is the angel of friendship.  He is jovial and gregarious, and of course, friendly.  He prides himself on his hospitality.

Saints who are act in an unfriendly manner are punished, though mildly.  Mihr just doesn't have the anger in his heart to really punish anyone.  He's more likely to throw a character a party after they straighten their act out.  He believes in reward, not punishment.

Saints under Mihr should act friendly, even to their enemies.  They should offer hospitality to whomever, whenever.  And they must follow the laws of hospitality to the strictest letter of the law.  This means no attacking your guests, nor insulting them.  Under hospitality, a character cannot even allow someone else to insult or attack their guests.  The character is liable for any affronts to guests in their household (or tent, car, boat, etc.)

Mihr can provide the following Graces:

**Sense Evil**:  As Gabriel

**Hospitality**:  With this grace, a character can lay out a gorgeous and sumptuous spread for his/her guests at the snap of a finger.  A seven course meal will be available instantly.  There is no roll necessary for this effect.  The second part of this Grace does demand a roll however.  Will the Grace is in effect (power * 2 hours, though the food is permanent), no one can insult or attack a guest under the character's hospitality.  People can choose to resist, and if so, the Character must make a technique roll vs. the target's will.  On a critical success, the target cannot resist and will follow the rules of hospitality to the extremes.  On a critical failure, the target will act totally inappropriate, and may attack a guest if he/she feels so motivated.

**The Enemy of My Enemy**:  This Grace allows the character to force someone to ally with them, even if that person normally wouldn't.  For example, a sinner could be forced to ally with the saint, if, and only if, they are opposed to the same force. (For example, a rival Sinner, a rampaging demon, etc.)  The effect lasts for Power * 3 hours.  The target can resist, and if they do, the Player must roll technique versus the target's Will.  On a critical success, the target will remain allied with the character until the enemy is defeated (rather than the normal Power * 3 hours.)  On a critical failure, the

target may choose to ally with their enemy, or at the very least, remain neutral.

**Recess**: When the character uses this powerful Grace, everyone within Power * 100 meters must roll Will vs. the character's technique with this grace. Those that fail will revert to a childlike state, and will have the unconditional urge to play (and they'll play nice, too.) Those who successfully resist will not be affected. Anyone who rolls a critical success will be resistant to this grace forever. Anyone who rolls a critical failure will be subject to this grace every time it is used, with no chance to resist. Note that this Grace affects everyone except the one who uses it, and that includes the Saints allies, if they are in range.

# DEMONS

Demons are fallen angels, and thus have the same strength and power that Angels have. However, they have been without God's light for millennia, and are twisted, evil creatures inside, despite their outside beauty. Their sole purpose is to corrupt mankind, and to destroy Saints wherever they are found. Like Saints, Sinners have a Demonic Guardian, though they are far less benevolent. Demons call Sinners "Servitors" and Sinners are expected to call their Demonic Guardian "Master". The demons described here are for the GM's use, to help with the creation of Sinner NPC's. It is up to the GM to come up with Curses (the opposite of Graces) for these demons.

# AGRAMON

Agramon is the demon of fear. He revels in creating terror wherever he goes. He is cruel to his servitors, and expects them to spread fear in their wake. It is not uncommon for them to call in bomb threats (real or

imaginary), scream "fire" in a crowded movie theater, kill and string up small pets, and other acts of minor terror.

# BALBERITH

Balberith is the demon of death. He is mostly associated with the undead, and gets great joy from raising people as zombies to feed on their own families. This foul creature is also the demon of murder (he having murdered the creature who held the title before him.)

# BALBAN

Balban is the demon of delusion. He creates psychosis and hallucination wherever he goes. He is the demon responsible for hallucinogenic drugs, and for serious psychotic disorders such as schizophrenia and schizoaffective disorder. He loves to toy with people's psyche, and his servants Curses reflect his dark purpose.

# EBLIS

Eblis is the demon of fire. His entire purpose is to burn things. He is enthralled with the glorious nature of fire. His servants tend to be firebugs and arsonists.

# JEZEBETH

Jezebeth is the demoness of lies. Her servitors are expected to always lie. Servitors who speak truth are punished harshly. The only time her servitors should speak the truth is when they are speaking to her, or to Satan himself.

# MAMMON

Mammon is the demon of wealth and prosperity. While these would seem to be good things, Mammon twists them. Mammon makes these things the end all and be all of existence. He seeks to have mankind chase these things above all things, especially God. His servitors use modern media to drive home the point that greed pays.

# Naamah

Naamah is the demoness of seduction. She seeks to lead mankind astray, forgetting his duty to God and to the divine. Many powerful demons serve her, and her Sinners are the most powerful on earth.

# Sonnillon

Sonnillon is the demon of Apathy. (The opposite of love is apathy, not hate.) When mankind is apathetic, they don't help those in need, or show any love or devotion to God. His Sinners are constantly in the front lines, spreading apathy wherever they go.

# Tezrian

Tezrian is the demoness of war. She loves destruction, and encourages it as much as she can. She tends to be a coward, however, and so doesn't engage in conflict herself if she can avoid it.

# Satan

Also called Lucifer, The Light-Bringer, Apollyn, Baphomet, Behemoth, Beherit, Feurety, Haborym, O'Yama, Samael, Tchort, Mephistopheles, and thousands of other names, Satan is the lord of Hell, master of demons, tempter of Eve, father of lies, prince of destruction. Those few Sinners who serve him directly are beyond redemption. They are as evil as any demon. They cannot be saved by any means short of divine intervention. Sinners who serve Satan have powers far beyond any normal Sinner (or Saint, for that matter.) They cause damage across continents. They bring plague, famine and locusts with a simple prayer. They turn rivers and lakes to blood. The earth trembles at their command, and volcanoes erupt at their presence.

Thank God there are but few of them.

# CHAPTER 4: SKILLS

Most skills are self explanatory, and so no description is given. Those few skills that need description are described after the skill chart.

Accounting (Intelligence-3)

Acrobatics (Agility-3)

Angelic Lore

Anthropology

Archaeology

Architecture

Astronomy

Bartending

Biochemistry

Boating (Agility-3)

Botany

Brawling (Agility-2)

Carpentry

Chemistry

Climbing (Agility-3)

Computer Operation (Intelligence-2)

Computer Programming

Cooking (Intelligence-1)

Criminology

Demonic Lore

Driving (Agility - 2)

Ecology

Economics

Electronics

Electronics Operation (Intelligence-1)

Engineering

Exorcism

First Aid

Fishing

Gambling

Geology

Guns

Herbal Lore

History

Language (specify language)

Law

Mathematics

Mechanic

Occultism

Physician

Physics

Politics

Psychology

Sign Language

Swimming

Theology

# Skill Descriptions

**Angelic Lore**:  With this skill, the character understands angelic history, and relevant symbols and themes.  Note that if characters want to take Angelic Script as a language, they must also take at least 1 point in Angelic Lore or Demonic Lore.

**Demonic Lore**:  With this skill, the character understands Demonic history, and relevant symbols and themes.  They can easily recognize the difference between real sites of demonic worship, and fakes.

**Exorcism:**  When a mortal is possessed by a demon, only an exorcism can free them.  An exorcism is a contest between the demon possessing the body, and the person performing the exorcism.  It is a battle of wills, with the exorcists will amplified by this skill.  The character must reach a target number of successes using their will + their skill level in exorcism vs. the demon's will.  The more powerful the demon, the more successes they need, and the more difficult the battle is.   The number of target successes is entirely up to the GM, but a good rule of thumb is 2 times the demons willpower.

**First Aid:**  This skill allows one to attend to a person in physical danger of dying.  If someone is injured, a person with this skill can stabilize them until medical assistance arrives.  If the victim has dropped to 0 or less in damage points, they are dying.  With a successful First Aid roll, however, the person will be stabilized for up to two hours (GM's discretion.)  On a critical success, the person will be stabilized indefinitely.  On a critical failure, the situation gets worse.

**Language:**  This is skill in one language.  A level of 3 in any given language is fluent.  Note that characters get their own native tongue for free at level 3.  If they want to raise it, it'll cost them one skill point per level.

**Occultism:**  Many religions are older than Judaism and Christianity.  Occultism is the study of these religions, and newer pagan religions that have come around since the dawn of Christianity.  Some of these religions are demonic fronts, while others are truly what they seem, peaceful and loving belief systems.  This skill helps a character tell which is which.

**Physician**:  Like First Aid, only better.  A Physician can not only stabilize a person automatically, but can repair obvious damage with a successful skill roll.  In a hospital setting, a physician can detect and repair damage that is not as obvious.  Note that this skill costs double the value of other skills.  i.e., it costs 2 points per level rather than one.

**Theology**:  The study of religion.  The character with this skill will understand biblical history, and will have some understanding of the nature of God. Theologians are highly prized as Saints by the Angels, because they generally have a strong faith in God.

# CHAPTER 5: MORTAL FAILINGS

No one is perfect, not even a Saint. Every Player Character will have at least two Mortal Failings. These are serious flaws within the Saint that sometimes drive them to do less than holy things. They are also doorways to corruptibility and temptation. Whenever a character comes across a situation that activates their failings, they must roll versus their willpower. If they fail, they give in, and gain one point of corruption. If they win, they can walk away. On a critical failure, they gain two points of corruption, and on a critical success, they loss a point of corruption for their piety.

The following is just a few examples of mortal failings. The GM may add more if desired.

**Addiction** – The character has a terrible addiction to drugs, alcohol, gambling, sex, etc. Note that this addiction must be to something commonly available like street drugs, alcohol, etc.

**Anger** – The character is an angry person. Whenever things don't go their way, they have the potential to explode and act inappropriately.

**Cowardice** – The character is afraid of his/her own shadow. They will avoid combat as often as possible.

**Envy** – The character craves things that don't belong to him/her. He/she might steal, or just obsess over wanted objects.

**Gluttony** – The character wastes food and drink. He/She will buy a whole turkey dinner, eat the wings, and throw the rest out.


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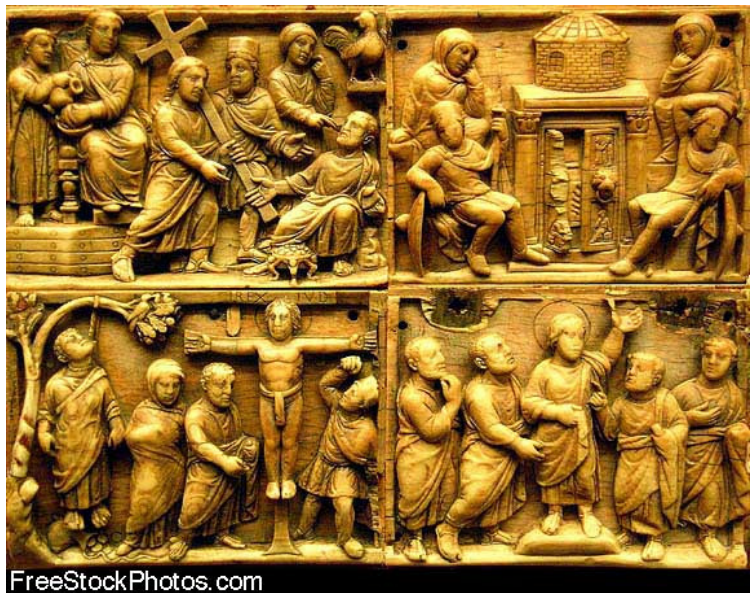
**Greed** – The character wants MORE, no matter what it is. If it brings the character pleasure, excessive amounts are the only way to please them.

**Intolerance** – The character hates somebody, or something. Note that this has to be something common, like a racial group, or a large religious organization.

**Lust** – The character constantly fantasizes about having sex with every member of the opposite sex they meet. (Or the same sex, if they are homosexual.) They will do whatever is necessary to meet their sexual appetites.

**Obsession** – The character is obsessed with some person, place, or thing to the point of ignoring the rest of the world.

**Pride** – The worst of the seven deadly sins. The character has an inflated sense of self. They believe they are the best, and everyone should follow their lead.

**Sloth** – The character is lazy. He/She doesn't want to work, and will delegate tasks as much as possible. This character would prefer to sit on the couch and watch Springer and Judge Judy all day.

# CHAPTER 6 – GAME MECHANICS

## Unopposed Actions

Many tasks will be unopposed actions. Unopposed actions are things the character does that don't involve another character or NPC. These include things like driving, operating machinery, etc. Generally, each task is given a difficulty number. You then roll a number of six-sided dice equal to the relevant attribute, skill, power or technique. For each die that meets or exceeds the difficulty level, you get a success. For each die that is lower than the difficulty level, you get a failure. When determining success or failure, failures cancel out successes. Once that is resolved, whatever is left is the result.

**For example**, Stephanie has Driving 4. She needs to make a smooth turn quickly. The GM decides the difficult for this is 3, about average. Stephanie rolls 4d6. She rolls 4, 1, 5, 6. First, the one is a failure, so it cancels out a success. Stephanie picks the four. That leaves the five and the six, two successes! She makes the turn with no problem.

**Next example**. Stephanie is driving down the highway, when two Demonic servants start following her. She decides to take a turn off the highway, shut off her lights, and hide in the underbrush off the side off the exit ramp. The GM determines that this is a difficulty five. Very hard. Stephanie rolls 3, 4, 5, 2. Ouch. 3 failures, and one success. One failure cancels out the success, leaving two failures. Pretty bad, but not critical. Stephanie doesn't lose them, but she doesn't crash the car either.

## Critical Successes and Critical Failures

When a player rolls and every single die is a success, this is called a critical success. When this happens, miraculous events occur. Sometimes even Divine Intervention.

When a player rolls and every single die is a failure, this is called a critical failure. Disaster strikes when players roll a critical failure.

**Example:** Stephanie is using her Grace of Healing Touch on an injured innocent. She doesn't need to roll, as the effects of this Grace are automatic, but she chooses to roll anyhow, hoping for a critical success. She has power of 3, and technique of 4 in Healing Touch. Unopposed Graces are automatically difficulty three. She rolls four die (for her 4 in technique), and

gets 3, 5, 4, 6. Four successes! That's a critical success. She heals the innocent by 6 points (power * 2).

**Example 2:** Now Stephanie moves onto the next victim. She has very little inspiration left for the day, so it has to count. She decides risking a roll again. She rolls 2, 1, 1, 2. Ouch. Critical failure. The innocent takes 3 points (power) damage.

# Opposed Actions

An opposed action occurs when two characters are in conflict. In Saints and Sinners, this often involves willpower. When resolving opposed actions, the target difficulty is always 3. Then each character rolls for the required trait. Whoever has the most successes wins the contest.


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**Example 1:** Jimbo decides he's going to drag the truth out of a Sinner he's captured. He uses his Force Truth Grace, for which he has power 2, Technique 3. The Sinner resists with his Will, at level 4. The target number for all opposed actions is 3. Jimbo rolls 3d6 (for his technique), and the Sinner rolls 4d6 (for his Will). Jimbo gets 2, 5, 3. The Sinner gets 1, 1, 3. Jimbo has one success, and the Sinner has a failure. Jimbo gets to ask the Sinner 2 questions (power) which the Sinner must answer truthfully.

**Example 2:** Jimbo wants to use Force Truth on another Sinner, Jasmine. Jasmine has a Will of 3. Jimbo rolls 3d6 and gets 1, 3, 2. Jasmine rolls 5, 2, 4. Jasmine has one success. Jimbo has one failure. Jasmine laughs at his futile attempts to bewitch her.

**Ties:** In the event of a tie, both characters must continue to roll until the tie is broken.

# EXTENDED ACTIONS

An extended action is something that happens over time. For example, repairing a car, or climbing a cliff face. In order to resolve extended actions, the character must roll every turn until they reach a target number of successes, at which point they succeed.

If at any time the character rolls a critical success, they automatically succeed, and if they roll a critical failure, they automatically fail.

**Example 1**: Micky needs to fix his car. His Mechanic skill is 3, and the problem is difficult, and the GM assigns a difficulty level of 5, and a target number of ten. Micky needs to get ten successes before the car is fixed. On the first roll he gets 1, 5, 3. Not good. No success there. Next he rolls 6, 6, 3. One success. This continues until he either reaches ten successes or he rolls a critical success or a critical failure. On a critical failure, he hopelessly screws up the car and cannot fix it at all.

**Example 2**: Jen has to write a paper for a college course. Her intelligence is 4. It's early in the term, so it's an easy paper, with a difficulty of two. The GM decides on a target number of eight. Jen needs to get eight successes at difficulty two in order to successfully complete the paper. She rolls 6, 3, 2, 4. Critical success. She finishes the paper early, and can get on to more important things, like tracking down Satan's minions.

# DIVINE GRACES

Using Divine Graces takes energy in the form of Spirit. The character starts out with inspiration * 2 in Spirit. Every time the player uses A Divine Grace, it costs them Spirit in an amount equal to the power level of the Grace. If a character doesn't have enough Spirit to fuel a Grace, they cannot use that divinely given power. Spirit is regenerated at the rate of 2 per day, one point at sunrise, and one point at noon. Sometimes, Guardian Angels have been known to replenish Spirit, but rarely, and never if asked.

**Example 1**: Kevin decides to use Sense Evil. He has 8 in Spirit, and a power level of 4 in Sense Evil. He has plenty of spirit, so he doesn't have to worry. He rolls against his technique (2) at an average difficulty level (3), and gets 3, 4. Critical success. He locates the exact location of a local demonic threat.

**Example 2**: Jen wants to use Healing Touch. She has a power of 3, and a technique of 2. Unfortunately, she's worn out most of her spirit, and she's down to two. She can't draw up the energy necessary to use the healing

touch.  She'd better think of something quick.  The innocent she was hoping to save is fading away.

**Difficulty Chart**

| Number | Target Difficulty |
|--------|-------------------|
| 2 | Easy |
| 3 | Average |
| 4 | Moderate |
| 5 | Difficult |
| 6 | Extremely Difficult |

# Divine Favor

Because of their unique status, Saints are granted Divine Favor by the Angelic Host.  What this means is, from time to time, the Angels will intervene on the Saints behalf, if they deem it appropriate and necessary.  What's appropriate, and necessary, unfortunately, is difficult to tell.  The Angels minds are unfathomable to human kind.  In other words, GM's discretion.

# Combat

Combat is inevitable in the war for humanity.  Saints tend to prefer peaceful solutions, but when you're dealing with the hosts of hell, that's generally not a viable option.  Hell has no compunction about killing Saints.  Saints need to be just as cold-hearted.

Generally speaking, Combat is simply a special form of opposed actions (page 31).  First, each player rolls the number of d6 equal to their agility.  Whoever rolls the highest number has initiative, next highest is second in initiative and down the line.  Roll off in cases of ties.  This initiative order will remain the same throughout the combat.

Attacking characters roll for the appropriate skill, attribute, power, or technique at a target difficulty of 3.  The defending character then rolls against their appropriate skill, attribute, power, or technique.  Whoever has

the most successes wins.  In the case of a tie, neither wins, and nothing is resolved until the next round of combat.

**Example**:  Michael is facing off with two humans possessed by demons. He has a pistol and a skill of 4 in Gun.  His agility is 3, demon boy 1 (db1) has an agility of 2, and demon boy 2 (db2) has an agility of 5.  Michael rolls 4d6 and gets a sum total of 20.  Db1 rolls 2d6, and gets 5.  Db2 rolls 5d6 and gets 23.  Db2 has initiative.  He attacks Michael with his fists.  Hand to hand combat is based on agility, so Db2 rolls against his agility with a difficulty level of 3.  He rolls 4, 6, 2, 1, 4.  A success.  Michael rolls against his agility to dodge, and gets 4, 5, 2.  Two successes.  Michael successfully dodges. Michael's next in line for initiative, so he aims his pistol at Db1.  Michael has 4 in Gun, so he rolls 4d6 against a difficulty of 3.  5, 3, 3, 2.  2 successes.  Db1 rolls 2d6 for his agility to dodge.  1, 4.  Oh, too bad, no successes.  The bullet hits him dead in the chest, causing 2d6 in damage.  The 2d6 rolls out to be 9. Db1 only has six in damage, so he immediately drops into unconsciousness, and without medical attention will be dead soon.

# DAMAGE/INJURY/HEALTH

The damage treat determines how much injury a character can take before they reach unconsciousness and eventually death.  The higher a character's damage score is, the healthier they are.

Combat causes damages.  When a character reaches 0 in Damage, they slip into a coma.  If they go below 0, they not only slip into a coma, but they continue to receive damage at the rate of 1 point every 10 minutes until they are either stabilized (by a physician or someone with first aid), healed (with Healing Touch or some form of divine intervention), or until they reach negative twenty, at which point they die.

# CORRUPTION

Characters gain corruption by giving into their mortal failings.  At the same time, Satan's minions can tempt PC's into engaging in their failings.  In fact, Sinners are constantly sent on missions to tempt Saints.  If a PC is tempted through the actions of a Sinner, they gain twice as many corruption points (because of their dealings with Hell).

Characters can remove Corruption through holy quests (GM's discretion), Divine Intervention, or buying it off with Experience points.

# Experience Points/Character Development

Characters should be awarded experience reports for successfully completing a scenario, and even more at the end of a campaign. These points can be used to make their character better.

Use the following chart to determine how character points can be spent.

| Improvement | Point Cost |
|---|---|
| Raise Primary Attribute | Current attribute Level*2 |
| Raise Divine Grace Power | Current Power Level * 3 |
| Raise Divine Grace Technique | Current Technique Level * 3 |
| New Divine Grace at power 1, technique 1 | 30 points |
| Buy off 1 point of corruption | 25 points |
| Buy off 1 Mortal Failing | 80 points |
| Raise Skill Level | Current Skill Level * 2 |
| New Skill at Level 1 | 20 points |

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