

FORCES OF LIGHT

The Savage Guide to Heaven



walter

WHERE THERE IS DARKNESS... THERE ARE THOSE READY TO STAND AGAINST IT!

FORCES OF LIGHT THE SAVAGE GUIDE TO HEAVEN IS THE
COMPANION BOOK, OF *CODEX INFERNUS*, WHERE THE
MYSTERIES OF HEAVEN AND ITS GUARDIANS ARE REVEALED.

IN THIS BOOK YOU'LL FIND

NEW ANGELIC RACES

NEW HINDRANCES AND EDGES

WEAPONS CRAFTED IN HEAVEN'S FORGE

NEW DIVINE RITUALS

DETAILS AND STATS OF AEERON'S SEVEN

HEROIC ARCHETYPES ALLOWING YOUR CHARACTER
TO TAKE ON THE FORCES OF DARKNESS.



FORCES OF LIGHT

THE SAVAGE GUIDE TO HEAVEN

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INTRODUCTION: THE AUGER

Before my curiosity led me into the depths of Hell, I traveled far and wide along the Styx and saw many extraordinary realms. But the one that sits with me still, even here in my infernal surroundings, is the memory of Sanctuary: The home of the angels, or the Archim as they sometimes call themselves.

I could see so little of it, even with my immortal eyes. A glistening, inverted spire reaching up into invisibility. Its bottom tip just touched the Styx, with gossamer staircases winding upward into waterfalls made of light. Just thinking of its beauty now drives me near to madness given my current surroundings.

I tried my best to tread its halls. I took nothing with me, save the magic to keep my mortal frame from falling through the insubstantial architecture of the place. I climbed for what seemed an eternity, lungs choked for air, eyes straining to glimpse the formless. Up in those dizzying heights I saw the legendary Aeon Stone, then with only three commandments inscribed upon it. It was comforting finding something as real and as tangible as I amidst the ethereal.

It was there that I fell, never to return. I could feel the pulse of light above, the heart of the place.

And I know that if I had climbed any higher I would have lost myself forever, but I still had so much to see. Still, I think now upon what might have been.

Apparently much has changed since last I was there. After the Archim finally found Hell and flew to war with it, many were struck down and lay mired and mad-as unable to escape Hell's clutches as I was. This was a fate unknown to the poor creatures, for normally their destruction sheds them of form and memory, only to be reborn anew in the light of Sanctuary. Not so here, and oh, how they despaired.

I crept among the tormented creatures. They didn't remember me of course, for even those few Archim I recognized had lost their memories of the time when I walked alongside them. Once I described Sanctuary they accepted that I was no Defiled...or they were too mad to care. I admit these conversations were more torture than comfort for them, but I have done worse for knowledge.

So then, fellow traveler, I shall tell you what I know of heaven, second-hand or obsolete as that knowledge may be.



SANCTUARY

The Archim do not know the origin of Sanctuary, or care how it came to be. As a matter of faith, most believe a mysterious and unnamed God created it, and that deity has a plan for the structure's inhabitants. If there is such an architect, He went to great pains to erase any evidence of His existence. Though immortal, no Archim remembers the time of creation, or even close to that time.

I suspect instead that Sanctuary is the result of some natural process we do not yet understand—a characteristic I propose Hell shares in an equal but opposite manner. But regardless of my suppositions, Sanctuary existed before there were realms and beings to note its construction, and is likely as old as the Styx.

Time is an oddity within Sanctuary. There are no days, or even the concept of days, for there is only one sun—The Heart—and it shines at all times. I won't go as far as suggesting that time passes differently there, but its passage is practically moot and goes unnoticed, especially by the immortal beings who dwell there. Instead the passage of time is measured in epochs. There have been seven epochs in Sanctuary, each marked by the addition of a new commandment to the Aeon Stone: the only part of Sanctuary that marks lasting changes of any kind.

THE HISTORY OF HEAVEN

The First Epoch

Its creation is lost to the mists of time. The fact that there's even a division between the first and second commandments is pure speculation: they may have emerged simultaneously. There must have been Archim at this time—who else could the commandment be directed towards—but with the realms just forming there was scant little good available to serve. All the structures within Sanctuary were intact by the third epoch, so if they were created by Archim rather than the architect, they were constructed during either this epoch or the next.

The Second Epoch

Tantalizing bits of rune writing survive from this epoch, and tell us what little we know of it. We know the Archim had long traveled the Styx, exploring many realms. This also marks the first contact between gods and Archim, and the first instance of Archim binding themselves to beings outside of Sanctuary occurred. All of the rituals that survive today were created during this period, and there are alluring tales of a Codex Sanctum which contained all the Archim's observations and travels during the formation of the Styx. Legends of this tome drew me to Sanctuary, but by the time I walked it the third epoch had begun and such writing, if it had ever existed, was lost or destroyed.

The Third Epoch

The first outsiders, myself among them, managed to find Sanctuary and ascend its ethereal steps. Some came to serve, others to learn, and a very few came to destroy. All of the structures I describe below were intact at this point, and I have reason to believe little has physically changed in Sanctuary since then.

Five choirs had formed when I visited: the Hashmallim, Elohim, Malakims, Cherubs and Erelim. Two more have appeared since: the Ophanim and the Seraphim, I believe during the fourth epoch. At that time the choirs were fond of squabbling with one another, and they cooperated only so much as was necessary to serve good.

At the time, I mistook their kindness for secrecy—they told me over and over that what I sought no longer existed. My rage when I saw the third commandment upon the Aeon Stone was such that even with my magical preparations my soul became too stained and heavy to remain suspended at that height. I'd have fallen to my demise in the Styx below, but the Archim caught me out of pity. I actually laugh when I think back on it now. How times have changed.

The end of this epoch witnessed the attack of the mad god, and the calling of the first full gathering of the Host of Archim to destroy it. After the battle, the entire Host disappeared inside Sanctuary and weren't seen again for hundreds of years.

The Fourth Epoch

Even without records, longing and instinct drew the Archim back through the Styx to the worlds they had established ties with. Some were now protected by gods, and a few were in desperate straits after so long without their accustomed defenders.

Before this epoch, Nephilim—the offspring of Archim and mortals—had been considered taboo. When such births occurred the Elohim reassigned the affected Archim to another realm, but more and more of the Archim began refusing to leave their ties. Worlds with Nephilim had fared better during the long absent period, and angels argued that there was no commandment prohibiting children or attachment.

Over thousands of years a deep schism developed and festered among the choirs. The Elohim and Malakim were united in their concern over the risks posed by getting too close to those they protected. The cherubs and Erelim felt deeply that such feelings were necessary and beneficial. The other choirs were torn equally.

Outsiders, especially any visiting Archim bound to gods, witnessed the tensions escalate for an age. Finally, an open conflict was triggered by several falls, all in a row, and one of them an Elohim. Both sides took up arms with the absolute certainty that they were saving the other angels from themselves and their own worst instincts.

Amid the conflict another portentous event occurred nearly unnoticed: the discovery of Hell. The Archim had long known such a diabolical realm existed, and had seen it brush into contact with worlds under their protection. But they had never found a route to it via the Styx. Or if they had, the explorer hadn't returned to tell the tale.

The war ended with the epoch, and the route to Hell was lost when all the Archim's memories were eradicated once again.

The Fifth Epoch

But all was not well. Although there was no record of the war, the Archim still knew of it and of its effects, thanks to their contact with mortals and Archim outside of Sanctuary—including angels who fell during the conflict. It took them less time to rediscover their worlds, but wounds suffered in their war still lingered.

And the debate still raged. Some pointed to the damage the Host had done to itself over the Nephilim as reason enough to avoid close contacts. Nephilim were shunned, but tolerated, though their numbers still grew. Some were heroic, but others as vile as any mortal or demon.

Concurrently, Hell was rediscovered and surveillance began. Since the Defiled didn't seem to be able to leave it was decided that observation was enough for now. Flights were dispatched whenever realms made contact with Hell on their own. It was impossible to stop them all, but any larger scale solution seemed unthinkable.

The epoch ended with an unprecedented event: a Nephilim became strong enough to ascend all the way into the Heart of Sanctuary, and unexpectedly re-emerged as an Archim! All debate ceased, and soon a new commandment appeared.

The Sixth Epoch

Most of the long sixth epoch was a time of relative peace and expansion. The bulk of Sanctuary's efforts were now devoted to observing and preventing outside contact with Hell. They knew little of Hell itself since so few who entered had ever escaped. If only they'd known to find me, or procure the *Codex Infernus*...how different things might have been.

Over time, demonic summonings were becoming grander in scale. The Archim were discovering gates on thousands of worlds, all attuned to Hell and seemingly as ancient as Sanctuary. The Archim realized the threat posed by the Defiled, and for once chose to act in unison and proactively.

The second assemblage of the Host was called, and they invaded Hell in force, with the intention of destroying all the evil within. And they did destroy many, many of the Defiled, but new demons seemed to rise in their place, while every angel who was overcome proved an immutable loss.

Archim had known death and loss before, but only of a sort. Destruction in battle meant the loss of self and memory, but eventually a being would re-emerge to take the angel's place. A fall was worse, the true loss of an Archim. Falls were thankfully rare, and could be justified in a way. But what happened to the Archim killed in Hell was something new. When they expired and dropped to the ground, the ground kept hold of them. The angels lay awake, tortured and tormented, howling for a mercy that was now denied them. There would be no rebirth, nor even the death that came from falling. Only pain.

The effect on the Host was deep and harrowing. They fled back to Sanctuary in panic...an emotion completely alien to the staunch defenders of good. They had failed on a level unimaginable to them, and could find no consolation. Sanctuary dimmed as they entered, a previously unknown pollution spreading to the pillars and other structures wherever the traumatized angels touched down. Some began to fall out of guilt, and the epoch closed before all the Archim followed.

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The Seventh Epoch

We are now in the seventh epoch. Sanctuary is still physically blemished. The Host are still recovering their wits and courage. They have once again extended their protection to the worlds, and slowly they are confronting the Defiled again—outside of Hell at least.

They wish to restore the luster of Sanctuary, free their comrades who still linger on the plains of Hell, and redeem their failure to halt the greatest evil they have ever faced. How they plan to do this is yet unknown to me.

STAIRWAYS OF HEAVEN

From the outside, Sanctuary is difficult to even see. Unless you know what you're looking for, it might appear like gentle rain falling on the Styx, or a trick of the light from a particularly bright star above. In some ways that's exactly what it is. Only if you sail to the center of the phenomenon might you see the tip of a staircase, barely touching the waves.

What makes the trip even more difficult is that the Boatmen of the Styx do not consider it a destination. There is no dock, no bell and no port for them to dock—and so they don't. A pilgrim to Sanctuary must find their own way there.

Grand Stairs

From the surface of the Styx, a slender, spiral staircase winds upward. It starts without a step at all, but as it rises the steps grow wider and farther apart

CLIMBING THE STEPS OF SANCTUARY

Ascending each level of Sanctuary via stairs is a Dramatic Task. Each pilgrim must roll against Spirit, and failing the task sends the traveler plummeting down into the Styx below. On a normal failure the hero may be rescued and dropped off ashore by an Archim, but failure on Clubs indicates a plunge into the Styx, and no rescue is possible. Note that Knowledge (Religion) and other such skills don't apply, only Spirit.

Each level applies a cumulative -1 penalty to the Spirit checks to climb. Reaching the Heart requires climbing to the eighth, uppermost level, at a -7 penalty! The Archim easily detect any climbers, but usually wait until a level has been attained before they attempt to speak with an interloper. The angels distract, hamper, or even attack climbers they deem unworthy.

until you are climbing a winding path rather than a stairwell. Once it widens there is nothing but empty space to either side of you, broken by silvery rain and mist. There are no hand rails on these grand stairs, and if heights induce discomfort or nerves then Sanctuary is most certainly not a place for you.

The lower stairs seem solid enough to mortal touch, and the entire structure lifts and bobs with the violent motion of the Styx. Once set upon the stairs, however, there is no pitching or feeling of motion... although the river below does shift disconcertingly while still in view.

As one climbs, the steps begin to feel less solid, more like the prevailing smoke and mist than the stone below. One's own weight also seems to increase in proportion to his guilt and sin. The only ways up and forward are on wings, applied magic, or through a form of spiritual lightness gained by a lifetime of good works and studious behavior. Personally, my recommendation is magic.

The Ballroom

As you climb, all you can see above you is a layer of roiling clouds, and your ascent to the first level of Sanctuary is complete when you pass through this apparent ceiling. The top of this cloud layer is smooth and flat, and feels like walking on thin glass—assuming the weight of your soul is supported. The air here becomes very clear, and the first signs of architecture appear, including a vaulted ceiling that seems a mile in height.

This is the first level likely populated with Archim: lounging, dancing, or even practicing their war-like arts. On the distant edges of this massive room are terraces and balconies, each with a breathtaking view of the clouded Styx or the starry sky above. Music fills the air, and it is worth tarrying to rest and learn what you may from any Archim curious enough to approach you.

The Five Pillars

In a circle around the ballroom are five silvery pillars, each with its own flight of stairs winding ever upwards. It is my understanding that now these pillars are tarnished and dingy, but when I saw them they gleamed as unseen light struck them. Apparently now the Archim polish these structures in desperation and with little effect.

There are five pillars in all, each with runes decrying an angelic virtue: Charity, Courage, Diligence, Humility, and Patience. Whichever pillar you use to climb to the next level, be prepared to choose another upon each further ascent. While there is no certain rule that states you may not climb a single pillar, superstition holds that a true pilgrim must climb upon each. There may also be a certain order

required, for I know many ascenders who failed where I succeeded. Perhaps sometime I'll tell you the path I chose—If you have knowledge worth trading for!

Lightfall

Upon the next level, in the dizzying heights of the sky, are myriad pools of breathtaking color. Streams like crystal cascade down from above, as much light as water. The substance of these falls may be touched, and feels strange in the hand: part solid, part liquid, and part airy energy. Drinking from the cascade or bathing in the pools offers absolute refreshment, whether it is the body or mind which is weary.

In truth, the most difficult part of traveling through this region was summoning the will to leave it behind. Many do not, although if its color or beauty has dimmed it may be easier now. Pity.

The Transparent Bells

Have a care on the third level, for this is where the bells ring. By this height, mortal eyes begin having difficulty with the light. Without protective lenses or magic it's easy to be permanently blinded. Being struck deaf is an equal risk, though not through any malice of the Archim.

There is little wind this high in Sanctuary, and when the bells are rung—usually to announce the departure or return of envoys—it's the brush of a distant wing or a puff of breath that sets the multitude to ringing. A more clumsy brush, say from a mortal stumbling into a bell or creating some similar disturbance, unleashes a chain reaction of devastating cacophony. From the other levels, such a disruption is jarring. Among the bells themselves it is deadly.

The bells themselves vary in size, and are suspended on gossamer threads. More, they vary in material as well. Some are the same runed silver from which the columns were forged, but others seem composed of sheer crystal or water. These are the most difficult to detect and avoid, so be wary and move slowly.

The Cloisters

Above the bells, the substance of Sanctuary grows thicker, or perhaps the pilgrim attunes to the immaterial enough to finally see what was always there. Regardless, now all travel is through winding halls which muffle the light and sounds from the outside world. The effect is supernaturally peaceful, and there are vast numbers of meditation chambers laced throughout the halls here.

Runes mark the way between pillars, or to specific chambers, but without knowledge of the seraph's writing the cloisters form a forbidding maze. And

that leads to the true danger here. Though it appears carved from stone, the walls and floor here are even less concrete than the air below. Thus if desperation or despair begin to rise from getting lost within the corridors, a pilgrim may find himself also slipping through the floor and falling with nothing to grasp!

The Celestial Keep

The fifth level becomes even more claustrophobic than the cloisters. The Archim call it the Keep, but it is not a defensive bastion—it is a prison. Here, wrapped in silver chains, are the most evil beings of the realms: Those who the angels wouldn't allow free upon the realms, but would not, or could not, slay.

Mortals, demons, and the fallen writhe in these chambers, tucked in small chambers behind myriad gates. The Archim dutifully look after their wards, though there is little they can do. No food or sustenance is needed, and the only cure for the suffering of the imprisoned is their freedom, which the Archim dare not grant.

To be kept here is a permanent sentence. There is no reprieve. The Archim themselves don't even know or remember the names of who is held here, or why. They call their prisoners "the forgotten" and



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grimly acknowledge how terrible the fate is—but they have faith it is deserved. The choirs whisper that one of these souls, none know which, is the mad god who lashed out at Sanctuary in epochs past.

I longed to pry free the chains of some of these wretches and learn what had made them so dangerous. What strange knowledge might they possess? I stayed my hand because there was more to see, but thought to risk the Archim's wrath on my out and sate my curiosity. It is perhaps for the best I never gained the chance.

The Vale

After the arduous climb through the Keep, a pilgrim finally emerges into open space once more. The pillars still rise, though it is difficult to see how high due to the glaring light of Sanctuary's Heart, a blue sun that blazes bright overhead. In this expanse, islands of rock float unsupported. The larger islands are homes to choirs, while smaller ones may house individual Archim, gardens or other functional structures.

Common on all these islands are carved likenesses of ancient Archim, as close as the angels may come to keeping records without defying their commandment. What runes had been impressed on them were chipped away, leaving only rough stone behind. What stories of the first epochs these statues may once have told.

There are no bridges between these islands, so bear that in mind if you intend to stray from the stairs to visit any. One in particular is worth the trip for a pilgrim: the Stellar Observatory.

The Observatory

Situated on a large mass that drifts around the rim of the Vale, this contraption allows the Archim to look down upon thousands of realms. It may even point down to the Styx below, and only upon seeing its tiny winding trail does one realize the enormity of distance climbed and how long it must have taken. Years likely, but then time washes past with little notice in Sanctuary.

Not all of creation is on display, and no sound may be heard through the device, but still it is a fascinating experience to peer down upon other worlds from the angle that only birds and Archim normally see. Inside the device's shelter are countless inscribed maps to pathways and realms, all of them with the labels dutifully destroyed.

Still, much may be learned here via what images remain on the walls, peering through the device at far off vistas, or through speaking with the quiet Archim who keep watch there. It is maintained by the Ophanim choir, and though they are more prone to keeping secrets than most Archim, they

are also more willing to trade if you know something they do not.

The Forge

The seventh level of Sanctuary, and penultimate only to the Heart above. This was as far as I was able to climb. From here I could look directly upon the Heart, and see the legendary Aeon Stone (see below) issuing forth from it. At this height light pours down like liquid fire. Where Sanctuary was unusually cool through the rest of the ascent, here it finally grows warm, then hot, then blistering the closer one climbs to the Heart.

Here one may find the vaunted forge, and witness the Archim smiths working with metals still cool to the touch. I believe the Archim retain some instinct for apparatus and smithing, since the loss of their memory doesn't seem to hamper the workings in the forge at all. Wondrous machines set aside as toys by the Archim might allow a mortal untold conquest... if any could reach this level to loot it.

The Heart

Ultimately, at the very roof of heaven pulses the Heart, a fiery corona of intense blue and white light. Its surface ripples like ocean waves and seems to beckon a pilgrim ever onward and upward. No stairway exists here, but one may continue climbing through will alone. But the slightest waver—even a moment's doubt or anger—and the long ascent ends in an instant.

I know not for certain what fate awaits any who are pious and steely enough to walk into the Heart. According to the Archim, only a single pilgrim has achieved it, and he emerged an Archim. I also cannot help but wonder what happens to those memories lost to the angels? Do they still swirl somewhere inside the Heart itself, or are they gone forever? How are new Archim birthed inside this blazing star? So many mysteries that may only be solved in an instant before a pilgrim's mind is torn away.

THE AEON STONE

Jutting downward from the Heart of Sanctuary, like a silvery stalactite, is the Aeon Stone. Unlike most of the spire it is wholly solid, a stone that looks more like metal, ageless and indestructible to any known means. One small piece of it was sundered off in a remote age, but none now know how it was accomplished, or what happened to the piece that was torn free.

On this rock, inscribed in the runes that all angels know by instinct, are a series of laws that all Archim are bound by. It is said that the same inscriptions are written in the angel's hearts and souls. They live by

them completely, and when they stray from these lines they become **Fallen** (page 18) creatures, cast from heaven by their own guilty consciences.

The first law appears at the bottom of the stone, and the last at the top. When a new commandment appears the stone grows slightly, emerging from the Heart to reveal the new runes. Whenever this happens the Host vanish and re-emerge from the Heart, wiped clean of their old memories. But the angels who serve outer gods remember, and it is they who have observed both the growing of the Aeon Stone over time, as well as the changes to their Sanctuary-Bound fellows as new lines are exposed.

Currently there are seven commandments the Archim must obey:

1. Serve good
2. Speak only the truth
3. Keep no written record
4. Offer no counsel to mortals
5. Archim shall not strike Archim
6. Love
7. Forgive

Serve Good

The first commandment of the stone seems straightforward enough, but the devil is in the details. One problem that plagues the Archim is figuring out exactly what is “good”. So many bind themselves to gods because gods offer exactly that guidance. Those who remain in Sanctuary must figure it out for themselves.

The Choirs (page 11) are different interpretations of good, and each one appeals to different angels. All seem valid, at least as judged by how many Archim fall from each. It’s possible for an angel to justify evil acts as serving the greater good, but if such acts start causing unintended harm, unexpected consequences, or simply fail to produce the expected good the angel is very likely to fall.

Archim also latch onto the notion of service. Each tends to be quite selfless, always pledging themselves to great notions or strong personalities. Even those who lead within Sanctuary do so with a tinge of embarrassment, and frame their every move as service to the other Archim and to Sanctuary itself. This tendency towards self-sacrifice makes many Archim vulnerable to manipulation.

Speak Only the Truth

The Host has many tools in its arsenal, but misinformation is not among them. All Archim have the Honest Soul Hindrance as a consequence of this commandment, and it also shapes how they view good and evil. It’s hard enough to tell right from

wrong, good from evil, without also dealing with layers of lies and trickery to confuse the issue.

This doesn’t mean Archim have no concept of deceit; they understand it very well, and look for it as an indicator of evil. Archim are also perfectly capable of lying by omission, and argue that the commandment’s wording is tolerant of such suppression. An angel may also simply be wrong. Telling intentional lies results in a fall, but mistakes or silence have yet to.

Keep No Written Record

This commandment is something of a mystery to the Archim. There was clearly a time before the commandment when the angelic runes were first developed. Rituals and fragments of writing survive from this time. The runes and spoken language of Sanctuary are instinctively understood by all emerging angels despite their lack of memory. Some even wonder if the Aeon Stone itself doesn’t violate this rule, but then realize it likely isn’t written by Archim, and so is exempt.

Since written messages are forbidden, all communication is carried verbally by messengers: the Hashmallim. This structure also forces the Archim to be more independent, leaving decisions within realms up to the angels on site rather than waiting to hear back from Sanctuary. The system is also very difficult to spy on. There are no messages to intercept, and making a Hashmallim speak under duress is no mean feat.

It’s also notable that many of the old angelic rituals and writings that survive are quite dangerous. Even the most curious or frustrated Archim acknowledge the Aeon Stone’s wisdom on this matter. I myself find it perplexing, but then one could point to my current circumstances as proof of my bias.

Offer No Counsel to Mortals

I have heard this referred to as the Rule of Mystery. The Archim take it as forbidding instruction or explanation to their mortal wards. Issuing orders isn’t expressly forbidden, but most shun even trying since it invites calamity.

For the most part, following this rule means the Archim work subtly and remain unseen. Most realms have no inkling that Archim watch over them and protect them. Revealing themselves would only put the Host in an awkward position.

Archim may answer questions, and some skirt this rule by making themselves visible and available for such. Others try to manipulate the course of mortal history through action—appearing at certain auspicious times, or striking out against evil-doers, either in secrecy or in plain sight. These operators achieve much, but at great risk.

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The Rule of Mystery is especially maddening for those angels who fall in love with a mortal. So much must remain unsaid. Parenting is nigh impossible, so most retreat and guard their loved ones from afar. There is no such burden when speaking to other immortals.

Archim Shall Not Strike Archim

There is no conflict within Sanctuary. At least not anymore. The choirs may not agree on the best way to serve good—or even what good means—but they cooperate regardless. This commandment wasn't upon the stone when I laid eyes upon it, and its presence there now tantalizes me with the thought of some forgotten war within Sanctuary that necessitated its addition.

ADDING OR SUBTRACTING COMMANDMENTS

The feel and behavior of the Host can be radically changed just by eliminating or changing commandments carved up on the Aeon Stone. The commands were added in order, usually thousands of years apart. Early on the angels could fight among themselves, build armies of mortals, and even lie. Before they were forbidden from keeping records, their archives contained information spanning ages and realms—including extremely hazardous rituals.

Adding a commandment that forbids Nephilim—or even revealing themselves to mortals—dramatically alters how the Archim of Sanctuary function. Another massive change occurs if Archim are forbidden from loving mortals or one another.

When a commandment is added, all Archim bound to Sanctuary “die” and reemerge without memory as usual. This is actually a safeguard, in case any of them had previously violated the new command. An angel won't necessarily fall when they break a rule in ignorance, but Sanctuary takes no chances.

There is no known way to remove runes from the Aeon Stone. Of course the GM may edit the lines as desired. Vague rules work best, leaving the Archim room to interpret and get themselves into trouble. Each new command is issued to address some issue within the Host, a course correction needed to keep the angels sane and on track. The source of the commands might be an unseen God, a gestalt formed by all the memories lost by reset Archim, or even a single angel who sacrifices themselves to complete the Absolute Authority ritual!

Due to this rule, many Archim are persuasive debaters. I understand in situations where a stalemate occurs it either remains so for long periods of time, or the conflicting Archim agree to some manner of contest to resolve the issue. Surprisingly, this commandment appears to extend to fallen Archim as well, offering them some protection from their more powerful brethren.

Love

Ah, love. As creatures of pure kindness and devotion it seems obvious that Archim would be inclined to fall in love, but when I knew them this was a great debate as such love is often at odds with the greater notions of service and abnegation which drives them as a species.

The more heated debate was around the results of such love, the Nephilim. Long ago these offspring of Archim and mortal love were considered abominations and taboo in Sanctuary. Some supposed that the energy that flows through Archim was finite, and if that energy was bound up in semi-mortal shells then all of the Host were weakened. More than that, Nephilim had none of the same inhibitions that hindered the Archim. They could be selfish, vain, and tell lies.

Most damning, Archim often made great sacrifices for their offspring, deserving or not, and such actions often led to falls. If anything could rouse the passions the Host to turn against one another it was surely the Nephilim.

Since this commandment made love explicitly acceptable, so too it seems are the Nephilim. Mistrusted, feared, and even dreaded by some—but accepted. This change can only strengthen the Host. They are at their best when closer to those they protect, and the numerous Nephilim are a powerful force that may be harnessed against the Defiled.

Forgive

I find this commandment interesting because I believe it, along with love, is an instruction to the Archim on how to be good. There's no prohibition against killing, or many other evils. Instead they must love, and they must forgive—even that which they destroy...or which destroys them.

I wonder, too, if this wasn't meant as some comfort or correction to the Host after their incursion into Hell. Those who were able to return to Sanctuary were traumatized by what happened on the fields of Hell, and the loss of so many of their fellows in a way that must be terrifying for creatures of such pure spirit. I understand Sanctuary still reels from the event, its light dimmed and halls tarnished. Perhaps forgiving themselves for their failure is their way forward.

Only time will tell.

THE SCIONS OF LIGHT

The Archim, also called angels in the common parlance, are born in the radiant spiritual energy of Sanctuary. Some, including the Archim themselves, believe they are faith joined with flesh—a holy hybrid born to serve the greater good. They are not omniscient, so just what the greater good means and how it might be best served varies considerably from angel to angel. The only clues Sanctuary itself offers are the commandments carved in the Aeon Stone.

Some Archim seek that goodness outside Sanctuary, and find it in the gods of light and virtue who protect various realms. These angels pledge themselves to the gods, becoming the foremost of the faithful, and stalwart protectors of the gods' interests and worshipers. Such angels love these gods completely, and align their own moral compass to the gods' so much that displeasure from the deity triggers a fall (see **Fallen**, page 18) even if the angel commits no acts of evil.

The angels who remain in Sanctuary serve in a similar way, but have no outside voice to guide them. They believe stringently in a greater God who created Sanctuary (and them), and then left them in silence to allow them the opportunity of having faith. A very few Archim don't believe in any greater force at all; they do good because it is in their nature and they simply believe it is the right thing to do.

THE CHOIRS

Within Sanctuary, seven divisions of Archim have arisen. Each is called a choir, and is composed of like-minded angels. The choirs perform specialized roles within Sanctuary, and over time the dedication to these roles has unlocked extraordinary uses of the radiant energy each angel carries within them. Some outside gods appear particularly to a specific choir, drawing angels of that type into service.

The choirs pursue different agendas, but generally respect the roles and responsibilities of the others. Conflict between angels is forbidden by the

commandments, so at worst angels with opposing ideals simply try to ignore one another. Worlds without gods, or without a god the angels consider worthy enough to serve, usually have a contingent of angels looking after them, one representative from each choir.

Cherubim

The diplomats and peacemakers of Sanctuary. Through discipline and training the cherubim's minds and souls become supremely receptive. The result is beyond empathy. They can read the thoughts and intentions of others. Language is no barrier to a Cherubim; they learn the precise words they need from their audience, and squabble constantly among themselves to practice their oratory and delivery.

The Cherubim may not seem as dangerous as the other choirs, but they are ruthless negotiators. Their communication and understanding bolsters the abilities of other choirs. The Cherubim choir believes in unity and accord so much that they can become paralyzed by dissent. To them, the greater good comes from harmony, and the cherubim constantly move to build understanding and love to sustain that harmony.

Elohim

The leaders and planners for the Host. What sets the Elohim choir apart is their strength of personality and will. Mortals and even other angels just look to them as authorities. The energy of their halos, more like crowns on an Elohim, burns so bright some mortals can see nothing else, and perceive these angels as wheels or rings of fire.

Elohim understand the responsibility that comes with leadership, and tend to be detached and rational thinkers. They are decisive, but quick to blame themselves and averse to risk. They see their role as guides, ushering as many as possible towards the greater good—whether their flock knows it or not.



Erelim

The protectors and guardian angels. The Erelim do good by shielding others from evil. They have the fortitude to do so, thanks to intense training meant to reinforce and strengthen their material bodies at the expense of spiritual training. These angels tend to be practical, dependable, and likable.

Erelim aren't all defense. The same focus on their material bodies that makes them tough also gives them physical strength beyond most Archim, and they aren't afraid to use it. As a choir the Erelim have a reputation for being unimaginative and a little bit slow, but in reality that notoriety is unjustified.

Hashmallim

The workers and messengers of the heavens. These are the Archim most commonly encountered, not because there are more of them, but because they travel the widest and the fastest of all the Host. Sanctuary's commandments forbid written communications, so the Hashmallim carry messages verbally to the gods and allies of heaven. Hashmallim are always active, flitting about or performing tasks. If forced to sit still they visibly vibrate in frustration and irritation.

Hashmallim have vast energy and speed to spare, and generally the temperament to use it. As a choir, their unique approach to promoting good is simply to be good. They plant the seeds of good by spreading the word and performing good deeds as a model for others to follow. They aren't flashy, but they get the job done.

Malakim

The healers and miracle makers within the angel's ranks. Malakims serve good by salving the effects of evil. Their touch knits flesh and bone, cures disease and brings hope. Their presence calms the fearful. It is in dark times when this choir shines the brightest.

That same property sometimes brands the Malakims as harbingers of disaster. Malakims tend to be the most selfless and contemplative of the Host, but also the most likely to become weary, exhausted or disillusioned by all the time they spend surrounded by the worst conditions imaginable.

Ophanim

The watchers and schemers within the Archim. The Ophanim play a dangerous game, attempting to serve good by containing and redirecting evil. They aren't above using the tools and tactics of their enemies. They are agile, thoughtful, and scheming—seemingly always a step ahead.

They keep the watch against one another just as they observe their enemies, because the Ophanim are the most likely to fall from grace. For many,

it's just another sacrifice for the greater good—an acceptable risk and palatable outcome compared to the gains. Although lies are forbidden by the commandments on the Aeon Stone, the Ophanim have become masters of telling partial truths or lying by omission—much to the dismay of the other choirs.

Seraphim

The warriors of the Host. More than any other choir, the seraphim believe that the best way to achieve the greater good is through the destruction of evil. These angels burn with intensity and focus, and train to turn that focus into a weapon against their enemies. They shape their lumina, the spiritual energy that burns within all angels, until they can project it in a devastating stream they call “Heaven’s Lance”.

An Archim’s emotions must be heightened and excited to produce the lance, so seraphim tend to be ill-tempered and passionate. Their destructive tendencies are held in check by the rational commands of the Elohim and gentle manipulations of the Cherubs. But when a protected realm comes under attack, the Seraphim rain destruction and vengeance upon the interlopers.

PROTECTING THE REALMS

There are countless realms connected by the Styx, and most contain innocent beings. And though the Host’s numbers are great, they are a paltry few when compared with the enormity of the worlds they wish to protect.

Many worlds have gods, and for the most part the Host leaves those worlds be. They send neutral observers as they can, and when those observers begin serving a local god (as many are drawn to do) a liaison is sent instead. Many ‘converted’ Archim make return trips to Sanctuary to recruit friends and like-minded angels to join them with the deity. Sanctuary’s Host allows such recruiting with polite aloofness.

Unprotected worlds may have a single permanent defender, a small group, or a full complement of seven Archim (one from each choir) depending on the threats arrayed against it. Many angels begin developing a strong affinity with a particular world, and are drawn back to it even if they are slain and lose memory of it.

The other configuration favored by Sanctuary’s Archim are “flights”, small groups of three to seven angels who travel to troubled areas to reinforce defenders or investigate ill omens. With no particular world or innocents to form a bond with, flights often form strong connections within their own group.

WHERE DO ANGELS COME FROM?

Not even the Archim themselves know exactly how they come into existence. Long ago the Elohim operated under the assumption that Sanctuary contained a finite amount of energy, and if that energy were diluted (by Nephilim, for example) then over time the Host’s numbers would gradually shrink. When the Host invaded Hell and so many were entombed there permanently, many feared that energy would never be replaced.

The reality is difficult to track, especially due to the commandment that forbids written records, but the Host are certain that there are more angels now than ever before, so the source of lumina must not be constant or a closed system.

The theory that now holds the most sway among the Archim is that Sanctuary is powered by the hopes and prayers of mortals. That spiritual energy infuses the realm and becomes lumina, which in turn eventually becomes conscious and is born as an angel. Others note that lumina is similar, if opposite, of the foul ooze that seeps down through Hell, and wonder if the two stem from the same primordial source. The Ophanim are especially interested in this connection.

Most of the Host prefer not to question their existence. They exist, and proof of how or why isn’t necessary to do good. There is a design to Sanctuary. It was built by someone, and the Aeon Stone serves as a guidepost even when the angels themselves have no memory of their origins or distant past. That, and faith, is enough for them.

The rarest configuration is a full gathering of the Host. Hashmallim spread a call to every Archim of every realm. They gather in Sanctuary and then fly as one gigantic army into a single conflict. The raw power of the Host in such numbers is staggering. Only two such gatherings are remembered. One occurred when a mad god attacked Sanctuary itself, and resulted in the total obliteration of the god and all its foul servants. The other was the Host’s assault on Hell...and that outcome wasn’t as positive.

PLAYING ANGELS

There are seven recognizable types of Archim, called choirs. Each choir has a unique role and special training techniques. The ancient among us remember a time when there were only five choirs. Perhaps someday an eighth shall appear. The physical appearance of each Archim is malleable, and gives little indication of his or her choir. The potent abilities each possess are revealed only once the Archim uses them.

Some characteristics are shared in common by all the Host. They are immortal beings, composed more of energy they call “lumina” than they are of crude meat and flesh they refer to as “material”. Archim can shift their composition between energy and material, becoming either very physical—with muscle hard as iron and strength to match—or pure energy practically invisible to the naked eye and able to pass through solid objects like a ghost.

Lumina looks and feels like an intensely burning blue flame. In their natural form it erupts from the top of an Archim’s head, forming a blazing circle known as a crown or halo. Streams of wispy radiance cascade from their shoulder blades, forming fiery wings. Cutting an Archim is dangerous: their blood is the fire of heaven. Those both mad enough to attempt to kill an angel and powerful enough to succeed are often consumed in the resulting blast of energy.

Archim Racial Template

Create an Archim character by choosing base attributes and skills like any other, then apply the following racial template. Due to the number of Hindrances an Archim has, Archim characters may take two additional Edges that they meet the qualifications for.

- **Beautiful:** +2 Charisma
- **Lucky:** Archim are blessed, and begin play with an extra Benny.
- **Honest Soul:** Archim always speak the truth and start with the Honest Soul (Major) Hindrance.
- **Weakness:** Magic. An Archim suffers +4 damage or a –4 penalty to resist any effect from magic spells or equipment.

- **Bound:** Each Archim must choose to follow either a deity or the commandments of Sanctuary. This is similar to a Code of Honor, but if he violates the chosen code (or angers the chosen deity) he suffers the Fallen hindrance.

Super Powers:

- **Ageless (1):** Archim do not age.
- **Chameleon (3):** An Archim may change its body to fit in with other races. They gain no abilities related to the changed physique. Archim always take the shape of a beautiful member of the species; they simply can’t be ugly even if they try.
- **Explode (2):** Damage 3d8, Medium Burst Template, Major Limitation (only triggered when the Archim dies). No body remains.
- **Fear –2 (3)**
- **Flight (8):** Pace 24, Climb 0, –1 to hit while flying (translucent wings)
- **Intangibility (5):** Spirit.
- **Invisibility (7):** Level 2, –4 to Hit, Contingent on *Intangibility* being activated and maintained.
- **Super Attributes (4):** Spirit +1, Strength +1
- **Toughness +4 (4):** Hardy

In addition to the above, select a choir and gain the extra abilities associated with it:

- **Cherubim:** Mind Reading (4): Target cannot sense mental intrusion; Telepathy (4): Switchboard
- **Elohim:** Damage Field (8): Damage 5d6, requires Activation
- **Erelim:** Armor (6); Super-Attribute (2): Vigor +1
- **Hashmallim:** Extra Actions (5): Fast Action; Flight (3): Stacks with existing Flight for Pace 48 and Climb 2.
- **Ophanim:** Super Attribute (2): Agility +1; Uncanny Reflexes (6): –2 to hit, Blinding Reflexes
- **Malakim:** Healing (8): Refresh (Medium Burst Template)
- **Seraphim:** Attack, Ranged (8): Range 12/24/48, Damage 5d6, Heavy Weapon, Lethal

MYTHICAL HEROES

Archim are very powerful characters, created as Four Color Heroes from the *Super Powers Companion*. Each Archim, once a choir is selected, has 45 points worth of super powers. Whether or not you allow them to if you are running a campaign at this mythical power level and your players wish to have options other than Archim, four super powered archetypes are provided that replicate mythical versions of the four famous fantasy archetypes.

MYTHICAL WARRIORS

Create a Mythical Warrior character by choosing base attributes and skills, as well as Edges and Hindrances, like any other, then apply the following template.

Super Powers:

- **Attack, Melee (13):** Damage Str+4d6, AP 6, Multiple Attacks, Stackable. Device (Magic Weapon)
- **Extra Actions (3):** One extra action. (Relentless Focus)
- **Fearless (2):** Mythical Warriors fear nothing (Warrior Spirit)
- **Parry (8):** Parry +4, Deflection. (Master of Martial Combat)
- **Regeneration (2):** Level 2, rolls to heal every hour. (It's Only A Flesh Wound)
- **Super Edge (12):** Combat Reflexes, Counterattack, First Strike, Frenzy, Sweep, Trademark Weapon (Greatest Warrior in the World)
- **Toughness +2 (5):** Hardy (Immovable Object)

MYTHICAL WIZARDS

Create a Mythical Wizard character by choosing base attributes and skills, as well as Edges and Hindrances, like any other, then apply the following template.

Super Powers:

- **Attack, Ranged (14):** Range 12/24/48, Damage 4d10, Enhanced Damage, Medium Burst Template (Fireball)
- **Illusion (6):** Level 3. (Illusionist)
- **Super Attribute (8):** Smarts +2, Spirit +2
- **Super Skill (3):** Spellcasting +3
- **Super Sorcery (14):** Level 7. (The Mystic Arts)

MYTHICAL CLERICS

Create a Mythical Cleric character by choosing base attributes and skills, as well as Edges and Hindrances, like any other, then apply the following template.

Super Powers:

- **Attack, Melee (14):** Str+3d6, AP 3, Focus, Stackable (Smite)
- **Healing (15):** Cure, Refresh (Large Burst Template), Restoration (Divine Blessing)
- **Immune to Disease (1):** Divine Blessing
- **Super Attribute (8):** Smarts +2, Spirit +2
- **Super Skill (3):** Spellcasting +3
- **Super Sorcery (4):** Level 2. (Divine Magic)

MYTHICAL ROGUES

Create a Mythical Rogue character by choosing base attributes and skills, as well as Edges and Hindrances, like any other, then apply the following template.

Super Powers:

- **Danger Sense (2):** (Always Alert)
- **Extra Actions (5):** One extra action, Fast Action (Extremely Efficient)
- **Gifted (2):** (I Know A Thing or Two About a Thing or Two)
- **Poison (6):** Knockout (Sleep Poison)
- **Speak Language (2):** Written Word (Fast Learner)
- **Super Attribute (4):** Agility +2 (Uncanny Reflexes)
- **Super Skill (12):** Lockpicking +4, Stealth +4, Streetwise +4 (A Lifetime of Training)
- **Swinging (1):** Device (Grappling hook)
- **Uncanny Reflexes (10):** -4 to hit, Blinding Reflexes (A Sense of Self-Preservation)
- **Wall Walker (1):** Innate Climber



THE DEATH OF ANGELS

When an Archim is slain it is reborn in the blazing heart of Sanctuary. It emerges fully formed, with nearly the same appearance and personality—but absolutely no memory of the time before its death. The newly born angel usually recovers its previous name once recognized, and spends years learning and training before rejoining a choir and traveling the Styx to other worlds once more.

Archim bear no grudges so, even if the Host should discover who was responsible for an angel's demise, no retaliation should be expected. A perpetrator might even have an awkward meeting with the same Archim later, only to be surprised that the creature doesn't remember the killer at all!

However, this doesn't mean death is meaningless to an Archim. Though the newly born member of the Host has much in common with its predecessor, any emotional attachments it had are dead and gone. This causes great anguish and loss among Archim friends and lovers, and especially any Nephilim family.

The blast of lumina also affects the environment around where the Archim died. The energy infuses into rock, metal, plants and even creatures nearby. Affected rock, sometimes called empyrea, floats in the air, and may be used to make personal flying machines or larger contraptions. Metal equipment hardens and gains the Hallowed trapping, though the property is lost if the item is reformed (even for repairs). In rare circumstances, characters or creatures may even become Nephilim. An affected individual sees flashes of the destroyed Archim's memories, or even hear its voice in times of stress.



ANGELS SERVING GODS

Angels who have served gods for long enough, and in great enough numbers, may develop their own special characteristics much like a choir's. This new adaptation takes the place of a choir, and is composed of four Edges or eight Power Points of powers from the *Super Powers Companion*. These adaptations are considered gifts from the god, and usually only bestowed after a long period of faithful service.

NEPHILIM

The Nephilim are the offspring of the Archim. In ages past, such births were either outright forbidden or considered taboo. They were dangerous for several reasons. Their mortal bodies contained some of the energy of heaven, which many angels feared diminished the overall power of the Host. They were not constrained by the inscriptions of the Aeon Stone, which allowed abuse of their power. But most of all, they were loved by an Archim—which led to more falls from grace than any other factors combined.

The attitude towards Nephilim changed somewhat with the appearance of "Love" on the Aeon Stone's commandments. Many argued that Nephilim were a result and expression of love, and thus couldn't be anathema. Now the majority of the Host tolerate the existence of Nephilim, though a few still quietly mistrust or reject them.

Almost all Nephilim live in the world of their mortal parent. Some angelic progenitors actively help raise their child, while more traditional or reserved Archim observe from a distance, only intervening in times of great need—at least until the Archim loses its memory and becomes a stranger forever. Only the most pure and powerful Nephilim have managed to travel to Sanctuary, and so far no visitation has lasted very long.

Nephilim's offspring may be fully mortal, or Nephilim themselves. Angelic abilities may even become a recessive trait that reappears after several generations. Some worlds are ruled by royal bloodlines that trace themselves back to a single patron angel.

Nephilim Racial Template

- **Celestial Blessing:** The offspring of angels inherit some of their radiance, and gain a +2 bonus to Charisma.
- **Celestial Mettle:** Nephilim are hardier than their mortal body might suggest, and gain a +1 bonus to Toughness.
- **Celestial Power:** Nephilim begin with a d6 in Strength, and their maximum Strength is likewise raised one step.
- **Weakness:** Magic. Nephilim are as vulnerable to magical energy as their immortal parents, suffering +4 damage or a -4 to resist any effect from magic spells or equipment.

Racial Edges

Angelic Wings

Requirements: Novice, Nephilim

This celestial offspring can manifest a pair of glowing feathered wings at will, gaining a flying Pace of 6" with Climb 0. The feathers are actually

a manifestation of lumina, and usually fade into nothing when the wings are dismissed.

Angelic Speed

Requirements: Seasoned, Angelic Wings

The Nephilim's wings grow stronger and swifter, or perhaps his ancestor was a Hashmallim. His flying Pace increases to 12".

Improved Angelic Speed

Requirements: Heroic, Angelic Speed

The Nephilim may now fly like a true angel. Her flying Pace increases to 24".

Divine Might

Requirements: Seasoned, Strength d8+, Archim or Nephilim

As divine warriors, angels tend to be much stronger and tougher than mere mortals. This Edge grants the angel a +1 bonus to Toughness, and allows them to raise their Strength with their next advance, even if they've already increased an attribute this rank. The character can now increase their Strength an extra step with normal advances.

Lumina Weapon

Requirements: Novice, Spirit d8+, Archim or Nephilim

This holy warrior is able to manifest a blade of searing energy in their hand as a normal action, or as a free action if they also have Quick Draw. The weapon inflicts Str+d6 damage and has the **Hallowed Trapping** (see page 20). If the weapon leaves the angel's hand, it immediately vanishes, but can be manifested again at any time.

Improved Lumina Weapon

Requirements: Seasoned, Fighting d8+, Lumina Weapon

Any weapon the warrior wields deals +2 damage and counts as Hallowed. If the warrior summoned a weapon of pure energy via Lumina Weapon it inflicts Str+d8 damage and gains her choice: Parry +1 or Reach 2.

Seraphic Grace

Requirements: Seasoned, Spirit d8+, Nephilim

This blessed offspring stops aging as soon as this edge is taken. She is immune to the effects of the Old Age hindrance, and won't die of natural causes. If killed, a wave of energy bursts from her body, dealing 3d8 damage to everything within a Medium Burst Template.



MORE THAN ONE WAY TO MAKE A NEPHILIM

Most Nephilim are the product of an Archim becoming personally involved with mortals, but there is another way such creatures are born. When an angel's body is slain (or falls) there is a tremendous release of lumina, and it infuses everything around—rocks, metal, even people and beasts. Those who survive such an encounter rarely manifest angelic qualities themselves, but their offspring may. This phenomenon also accounts for strains of angelic beasts that roam some worlds. Such creatures count as Nephilim for purchasing Edges. It should also be noted that offspring of angels are a result of love, not any physical act. If an Archim with a female form falls in love with a mortal woman, the woman may still become pregnant. If an Archim with a male form loves a male mortal, it is the Archim who carries the child.

HINDRANCES

Bound (Major)

Angels are born with this hindrance. Nephilim may take it at any time, and may exceed the usual limit of points gained from hindrances when they do so. A bound angel devotes her entire soul to what they serve. If she serves Sanctuary, that means following the commandments of the Aeon Stone. If Bound to a deity, it means complete subservience, and the patron god may cast her away for any reason. Angels are understandably cautious about bestowing this level of loyalty, and shun evil or capricious gods who might abuse them. Archim emerge bound to Sanctuary, but may choose once, and only once to switch their allegiance. Nephilim are born with no such bonds, but many make the choice later in life.

Fallen (Major)

Falling from grace is a fate worse than death for an angel. He is cast out, his faith collapses and the energy of Sanctuary fades with it. He loses all his Archim Racial Abilities and Choir Abilities, switching instead to the Nephilim Racial Abilities. A fallen Nephilim doesn't lose any power—they have less to lose!

The angel gains the Shadow Touched Edge (see *Codex Infernus*) for free, and counts as a Nephilim for purposes of Racial Edges. The outcast suffers -4 Charisma when dealing with Bound angels and other supernaturally good creatures, who view such fallen creatures as the worst kind of traitors; only the commandment that Archim must not strike other Archim prevents the character from being attacked on sight.

Honest Soul (Minor or Major)

Some beings are almost betrayed by their good nature—deception is anathema to their very way of existing, even in the name of the greater good. These honest souls make poor gamblers and worse spies, having obvious tics or “tells” that give away their efforts at concealing the truth. Characters who have this as a Minor Hindrance receive a -2 penalty when attempting to deceive someone else, whether this is using dishonesty with the Persuasion skill or even using a Trick that requires deceiving an opponent. Honest souls are also incapable of cheating while using the Gambling skill.

If this is a Major Hindrance, the honest soul has an almost supernatural compulsion to tell the truth. They literally cannot tell a lie. Some individuals are careful about omitting details, but they cannot withhold information they are specifically asked about. This typically manifests as caginess that makes some people suspicious, or a brutal honesty that can upset or offend the character's allies.

ANGELIC CAMPAIGNS

Below are a selection of campaign types that revolve around Archim or their offspring. Note that these frameworks could apply equally to a modern world, medieval fantasy world, or anything else! Archim are powerful, and need serious threats like those found in *Codex Infernus* to provide a challenge. Beyond combat challenges the main issue for angels becomes the dilemma of how they protect those they serve. Do they remain aloof, and thus mistrusted and constantly impeded? Or do they get close, perhaps too close and risk becoming biased... or worse, falling!

Seraphic Protectors

The players are the angels assigned to watch over a particular realm. Usually each is from a different choir, and one representative from each choir is stationed on the world. Any extra positions may be filled with NPC Archim—or the representatives from those choirs may have been slain (or worse, fallen).

Archim are built on a super heroic scale, so the action should be suitably epic: fighting the rise of a dark necromancer who threatens the entire living world, staving off the ambitions of petty demigods, or facing a full incursion from the forces of Hell. Meanwhile, the angels should be tempted to become involved with the mortals they watch over. Such mortals might be awesome world leaders, truly good and noble souls, or both—and doomed to fall in love with majestic angels whether the angels notice or not.

Earning Your Wings

Each player is a Novice Archim, without their choir powers. They may be drawn towards the same choir or different ones as desired. They emerge near the same time, without memories as usual, and begin training with a choir and relearning the ways of Sanctuary. Even novice angels are a force to be reckoned with, and part of their training is to lend assistance to troubled realms without a contingent of Archim.

When the group becomes Seasoned they gain their choir powers. They also learn that they used to go out on missions together before, and on one such they were all killed—as a result they were reborn at the beginning of the game. The choirs aren't lying to them, but they are holding back information—including that there was one more member of their group who is still missing. The choirs believe that they are protecting the young Archim, but they may be very wrong.

EXAMPLE SECRET SOCIETY

The Witnesses of Aegeron. It is said that the Witnesses were founded an age ago by magi in Kotarra who first detected the presence of the Archim. At first these creatures were mistaken for Weavers, but it soon became clear that they were instead visitors, secretly investigating the Stone Gates. Given the warning around the gates, some magi dedicated themselves to the difficult task of observing the movements of the Archim and understanding their hidden agenda.

It took generations, but the order grew to encompass magi of every kingdom. They were dubbed The Witnesses, and though few know of their existence, fewer still knew their purpose. Eventually that purpose proved successful through secrecy, guile and magic. They discovered that the Archim had been manipulating the kings and queens of Aegeron, even going so far as assassination in some cases.

Crucially, the Witnesses judged that the Archim were acting for the good of Aegeron and kept their findings secret from Kotarra and the other kingdoms. A patriotic young Witness named Ulgean Frambosian, upon discovering this truth, reported the organization's treachery to the kingdoms and the Witnesses were declared anathema—shadowy betrayers swayed by some alien power to work against the kingdoms of Aegeron. The order was nearly completely destroyed just before Malthaxion opened the first of the gates.

But some Witnesses survived and kept the order alive. When the Defiled came, they witnessed the valiant last stand of Aegeron's Archim. The last of the Witnesses swore to find the few Nephilim living on Aegeron, teach them of their heritage and, if possible, save the doomed world from the Defiled.

The Misfits

Dark forces threaten the hero's world, and teams of special heroes are needed to combat the rising demonic tide. The heroes are Nephilim, fallen Archim, or other heroes who have gathered together to face this rising tide. The Archim who usually protect the world have disappeared. Some of these heroes may have been created by the same event that destroyed them, or they could be the last vestiges of ancient angelic bloodlines.

An ancient secret society who has long observed the Archim recruits the heroes. They seem to understand the danger the world is in, and accept the heroes regardless of their disparate backgrounds or spotty past deeds. Can these misfits become a team and survive the dangerous missions the society intends them for...and can the society that gathered them be trusted?

The Rise of the Fallen

The player characters are all Archim or Nephilim with the Fallen hindrance, hiding out or shackled in some decrepit realm until the demons came and wiped out the few Host protecting it. The last angel, wounded and desperate, releases any fallen in chains and gathers the rest together to tell them: they are the only defense this realm has left.

USING ARCHIM IN OTHER GAMES

Archim are powerful creatures, definitely more potent than a standard racial template. Instead they're equivalent to a Four Color campaign from *Super Powers Companion*, including racial traits. That makes them appropriate for use in a supers game, an all angel campaign, or any game that uses Iconic Frameworks of roughly equivalent power levels, such as *Savage Rifts*®. For a standard campaign Nephilim are appropriate, or even a "fallen" Archim.

What happens next depends on the players and what they did to fall. Do they take this as an opportunity for redemption? Do they scoff and try to bargain with the oncoming demons? (The demons aren't interested in anything they have to offer.) What is their relationship with the people of the realm? Are they hated, feared, or is there still someone among them they love? Whatever the players decide, they're on their own.

THE FORGE OF HEAVEN

Nestled in the immaterial heights of Sanctuary, directly under the Aeon Stone, is the Forge of Heaven. The anvil, it is said, is made of a piece of the stone rent off in some ancient cataclysm. The luminous energy is thick here and seeps into any metal worked on the forge.

Heavenly smithing doesn't use fire. Rather the materials become less substantial this close to the radiant Source, and so are easy to work, bend, and shape, heated only by the present lumina. The forged item is then dipped in the Styx and becomes wholly material once more.

ANGELIC ITEMS

Celestial Gladius

The standard weapon of the Host. A gladius looks like a sturdy short sword made of silver, usually with angelic runes etched into the blade or hilt. The blade seems to catch fire as it swings through the air, and always glows with a calming white light.

A tainted version retains the +2 damage, and may be sold as a silver blade by an undiscerning

merchant. A canny eye detects that the material is not silver, and if placed in a forge the metal doesn't even heat to a glow, much less melt.

Celestial Discus

These flat discs appear to be wrought from a pure, glowing metal. It bursts into white flames when thrown and, after striking a target (or missing), it returns unerringly to the thrower's hand. Most have a single large angelic rune in the center, or a ring of small runes around the edge. A tainted discus still returns if thrown and retains the +2 bonus to damage, and may be misidentified as a plate or a buckler in some circumstances.

Celestial Shield

This broad, round shield always glistens, even when there's no light to reflect. It's usually crafted with a large protective rune in the center and a ring of angelic script around its edge. When equipped, the user's Toughness increases +2 against any attack, whether the shield directly protects or not. When facing a ranged attacker it adds +4 Armor against the shot. A tainted version retains the extra armor, but loses the Hallowed bonus to Toughness.

Celestial Scythe

One of the grimmest and grisliest weapons in heaven's arsenal is the Celestial Scythe, with its long, handled shaft and wickedly curved blade. The Host doesn't mean for it to look so gruesome, rather its design is based on the well-known farming implement. The Erelim favor this weapon, and liken its use against evil-doers to mowing weeds from a planted field. Some wonder if images of the "Grim Reaper" on many worlds aren't inspired by these Erelim performing this very task.

Celestial Wheel

Archim find special beauty in circles, and the Celestial Wheel is a deadly expression of this. The weapon itself is a large hoop, almost as tall its wielder. The outside of the hoop is a sharp edge, while the inside

HALLOWED TRAPPING

- **Minor Effects:** Hallowed items glow with their own internal energy. Hallowed jewelry is rare, but provides a Charisma bonus (+2) when worn. If the item is tainted (somehow used for evil, dipped in innocent blood, other befouling acts as determined by the GM) this glow dissipates and it becomes a normal item.
- **Major Effects:** Weapons have a chance to light a struck target on fire (see *Savage Worlds*). More, the weapon always deals its full damage to demonic creatures who usually take half damage except from specific types of weapons. Hallowed armor grants +2 Toughness to the wearer. Just like the Minor Effects, these trappings vanish if the item is tainted.

ANGELIC WEAPONS

Weapon	Damage	Weight	Cost	Notes
Celestial Gladius	Str+d6+2	4	\$3,700.00	Hallowed
Celestial Discus	Str+d4+2	2	\$4,575.00	Hallowed, Range 6/12/24, RoF 1, returns
Celestial Scythe	Str+d10+2	18	\$4,000.00	Hallowed, AP1, Parry -1, Reach 1, 2 hands
Celestial Wheel	Str+d8+2	10	\$3,850.00	Hallowed, Reach 1, 2 hands

ANGELIC EQUIPMENT

Item	Weight	Cost	Notes
Angelic Token	—	\$2,500.00	Hallowed, +2 Charisma, +1 Benny per session
Empyrean Harness	18	\$5,200.00	Hallowed, Flight 12", Climb 1
Celestial Shield	10	\$2,550.00	Hallowed, +1 Parry, +2 Toughness, +4 Armor against ranged attacks
Sky Skiff	N/A	\$20,000.00	Acceleration/Top Speed: 4/8 Flight, Toughness: 13(2) Heavy Armor, Crew: 2 (carries up to 8)

*Note that these weapon and item costs are before rarity comes into account. Actually finding and purchasing such equipment usually costs double or triple the price listed, if it's available at all.

is blunt and scattered with grips. In battle, the angel swirls the hoop around his body or limbs, and occasionally using its spinning momentum to lash out at targets with surprising range and power. A Celestial Wheel in motion always appears on fire, and makes for an impressive and terrifying display in combat.

Angelic Token

Crafted by mortal hands, these tokens usually use one of the rare feathers from angel's wings that doesn't disappear when the wings themselves dissipate. The smith wraps the feather in gold or precious metals, inscribes an angelic rune if possible, and then uses that as the base for a piece of jewelry: a necklace, crown, or in one case an elaborate eye-patch. The resulting token becomes infused with lumina and grants the wearer both a +2 bonus to Charisma and good luck: an extra Benny each session! However, such tokens may still succumb to being tainted, in which case they become nothing more than piece of expensive jewelry.

Empyrean Harness

These amazing contraptions are sometimes forged by the master smiths of Sanctuary as gifts for allies, but with enough Hallowed metal a gifted mortal may replicate the feat. The base harness is usually leather with metal trappings, and from the back emerge large wings made of small, shifting metal plates in

place of feathers. Levers that clip to the wearer's arms move the wings, and allow the wearer to soar through the air like a bird (Flight 12", Climb 1)! If tainted, the device becomes twice as heavy and no longer provides Flight.

Sky Skiff

Sky Skiffs are a mortal invention, using floating "luminous stone" as ballast to create a ship which sails in the air. Archim find such vessels mildly distasteful, since such stone is created by the energy release of an angel's death. The stone is either worked into the hull or three to four 'buoys' along the outside. The vessel hovers when left to its own devices, and a single mast sail and rudders are used to propel it forward, up, down, and side to side. It requires stone affected by the deaths of several angels to lift even a small ship, so these vehicles are exceedingly rare in any realm which hasn't seen full scale battles involving the Host.

RITUALS OF LIGHT

Angelic rituals work much like their darker equivalents (see *Savage Worlds Horror Companion*), but failure doesn't risk opening a gateway to another world. Instead the consequences are dangerous, but personal. On a deuce, all participants are stricken permanently deaf and blind, and any Archim

FORCES OF LIGHT

involved in the ritual gains the Fallen Hindrance. On a 3–5 each participant must make a Spirit check, and is only blinded or Fallen if the check fails. All other results remain the same.

Ethereal Bond

Rank: Heroic

Power Points: 5

Range: Self

Duration: 1 hour (1/hour)

Trappings: Meditation, cleansing, an angel's feather (including one found in an Angelic Token)

This ritual was designed for mortals who need to walk the intangible steps of Sanctuary. For the duration, the invoker's skin makes solid contact with ethereal objects and beings. Weapons and gear may still be carried, but they pass through insubstantial objects and beings normally. While this allows mortals to travel through Sanctuary, it also allows unarmed attacks against foes using the *Intangibility* power, including Archim using their Racial Ability.

Absolute Authority

Rank: Legendary

Power Points: 30

Range: Special

Duration: Instant

Trappings: Prayer, ceremonial chanting, a willing Archim

The written form of this ritual comes from a time before the Archim were forbidden from keeping records, and some believe this ritual is why that commandment exists. According to the ritual, an Archim must give up its existence (not its life and memories, its immortal self) as part of the ritual. In return, all the other inhabitants of Sanctuary hear the solution to a question or problem, delivered by a voice of unquestionable authority. Such questions are not asked lightly, and usually only to resolve a schism or crisis within the Archim themselves.

Some Archim call this voice the Metatron, and believe it is their last remaining link to God. Others believe the voice resides inside the Aeon Stone. No Archim has witnessed this ritual's completion, but generally believe that it has been invoked several times, each time shaking Sanctuary and resulting in a new commandment on the Aeon Stone. Only the Absolute Authority knows for certain.

Bond of Devotion

Rank: Seasoned

Power Points: None

Range: Self

Duration: Permanent

Trappings: Chants of devotion, fasting, watching vigil, a token from the entity being served

This ritual allows an Archim to change their allegiance from Sanctuary to a god or other being. This is considered the ultimate expression of the first commandment, to serve good, and shifts the Bound Hindrance to the control of the being. That being may cast out the angel at any time, so Archim are understandably cautious when it comes to this ritual. Legend tells it that one Archim performed this ritual to bind himself to a mortal, but also that he went mad and fell the moment the mortal died.

There are advantages to becoming bound to a god. If servants of the god have developed choir powers, completing this ritual grants them. The angel is also no longer beholden to the commandments of Sanctuary, only the will of the god they serve. Lastly, occasionally Sanctuary is beset by an event that 'resets' all its bound angels...but angels serving deities are immune to this reset, and have kept the writing, rituals, and history of Sanctuary intact.

Silver Chains

Rank: Veteran

Power Points: Special

Range: Smarts

Duration: Permanent, until released

Trappings: Forged chains, angelic runes, lists of crimes the target is guilty of

This is a ritual of last resort for enemies the Archim can't (or won't) kill. It is held in reserve for the most evil and dangerous of beings. As part of the ritual, the target is enchained such that he may never escape on his own. The prisoner is locked away, either in Sanctuary or a more earthly realm. Some Archim are uncomfortable with this ritual, especially when used on an immortal who may be hidden away somewhere the angels themselves may forget, since they are forbidden from keeping written records.

The cost to invoke this ritual is double the target's Spirit die type, thus an opponent with a d10 Spirit would require 20 Power Points to chain. The skill roll for the ritual is opposed by the target's Spirit. If successful, the target's mouth and limbs are shackled in silver bonds that never rust or decay. The target may not speak, attack, or attempt to break his own bonds. While in the shackles the target doesn't need to eat or drink, but still ages normally.

Although the target may not break the chains, anyone else may with a Lockpicking check, inflicting damage to the chains, or just time and effort. Once freed, the ritual's effects end immediately and any remaining bonds fall away.

AEGERON'S SEVEN

When the Host of Sanctuary found the world of Aegeron they began observation, as they often do for new worlds, and for a time only a single Archim walked quietly among them: Hamal. Once he found the Gates and divined their purpose, however, a full flight arrived to watch over the world and protect it from potential incursions by the Defiled.

They failed.

THE LOST

Hamal

Hamal was the first Archim to visit Aegeron, and the first to realize the deadly import of the Gates woven into its surface. He used his considerable charisma to convince the choirs of Aegeron's plight, and led the full flight back to do their work. Although he was careful to never directly counsel mortals, he wasn't shy about being seen, or about visibly and actively protecting those rulers he thought best equipped to repel the forces that threatened the world. He made many enemies, but his name was well known and synonymous with what people expected from an angel.

As an Elohim, he used his voice to plead for the second calling of the Host and the direct attack on Hell. He'd seen the work of demons first hand, and understood the danger they posed to all the worlds if ever they were loosed. He was the first into Hell, absolutely certain he was doing what was right and necessary. He was also one of the first slain, and one of the first to discover the terrible fate that awaited those who fell within Hell.

He had dealt vicious blows to the lords of Hell, but at what cost? He lay on the battlefield, broken and unmoving, watching in horror as the last of the Host fled. His ears filled with the cries of the stricken around him, and he knew he had led them all to a fate worse than destruction. It took decades, but guilt overcame him. First Hamal fell, then finally he went mad.

He still lays on the fields of Hell: gibbering, sobbing, and hopeless. Most in Aegeron are ignorant of his fate, and stories still circulate of the majestic protector Hamal—and many pray for his return in their hour of darkest need.

Mimber

Mimber was an unusually gentle soul, even for a Malakim. Suffering seemed to draw her like a magnet, but what actually drew her was the endurance some mortals showed in the midst of their pain. Before Aegeron, she worked alone and in flights traveling to countless realms to ply her healing touch. When Hamal called for help in Aegeron, she answered without hesitation.

Aegeron became her home in a way that no other realm had before. Mimber found a sense of belonging with Hamal and the others. Some of those touched by her healing, directly or indirectly, formed the Fellowship of Mimber: a pacifist order dedicated to medicine and charity which still has adherents on Aegeron today. When Hamal went to war with Hell, she went too—not to harm, but to care for the wounded on either side as she could.

She was stricken down on the battlefield while attempting to lift broken Archim away from the clinging ground. For centuries now she has lain on the battlefield, unable to offer true comfort to anyone. That pain sears her more than her mortal wounds. Hamal's cries are the hardest to bear. She still offers soothing words to those scattered around her, in the hoarse whisper she can manage.

The fortitude that had fascinated her from a distance is now her entire existence. But even without hope she has not wavered, and even the wretches who skulk through the battleground keep their distance out of reverence for her continued spirit and kindness. Hell rarely sees her like, angel or mortal.

Jachea

When Hamal called for volunteers to Aegeron, Jachea was the least senior member of her choir. She craved adventure and the new, and lobbied



passionately to become the Cherubim's appointment to the expedition. Though others within the choir were more experienced, none were as enthusiastic, and that won her the assignment.

Jachea roamed the entire world, learning more about the Gates in a decade than Hamal had learned in centuries. She did it by getting to know the various peoples and cultures of Aegeron, especially the Wyrdd and the distant inhabitants of Koth. But it was Markhan where she found love with a bold warrior named Lin al'Shodun. She married him despite the misgivings of the rest of her flight. Her many children were strong, beautiful, and gifted leaders, and went on to found the Shodunai tribe.

Among the other tribes Jachea became known as "the mother of monsters", an evil figure who had disrupted the balance of the tribes. When an alliance formed to destroy the Shodunai, Jachea intervened and fought with her descendants to save their lives... and in doing so she fell. She remained among them for several generations, before she finally passed away of old age.

The other tribes have never forgiven the Shodunai, and would have destroyed them long ago but for the strength of their Nephilim blood. They are often accused of consorting with the Defiled, and only the Archim and a few within the Witnesses know the truth. Even the traditions of the Shodunai themselves treat their patron as a dark creature—but one they are fiercely proud of!

Jachea's fall occurred just prior the invasion of Hell, and thus far no new Cherubim has volunteered to take up her mantle.

THE LIVING

Eamon

Before Hamal asked for volunteers to protect Aegeron, Eamon was something of scholar. He spent lifetimes tracking down angelic writings from the earliest epochs. Many of the rituals in circulation in Sanctuary today were recovered thanks to Eamon's efforts. When Eamon agreed to go to Aegeron as the Ophanim appointee, the choirs realized Hamal may have stumbled onto something important after all.

Eamon translated the runes on the Stone Gates, and with Jachea's help came to an unprecedented understanding of their origin and purpose. He outlined the danger to Hamal, and encouraged him to go on the offensive. There was much Eamon didn't, and couldn't, tell Hamal, just that he had formulated a plan.

After the Host's attack on Hell, Eamon disappeared for a time. When he reappeared he had fallen, a crushing blow to Aegeron's remaining Archim. There were rumors his lost years had been filled with

studying the *Codex Infernus*, founding the Witnesses, and consorting with the worst of the Magi. He was among the Moragrim when they made their first journeys. In truth he did all these things, but all of it, including his own fall, were simply steps in his continuing design to thwart Hell at any cost.

Eamon appears as an elderly, bearded human with trappings of the Defiled carved into his skin. Despite this, there is still kindness in his eyes when he chooses to show it. He is quiet, but the few words he chooses to speak are calculated for maximum effect. The other Archim feel that Eamon has betrayed them and mistrust his current motives, but have just enough doubt that he may actually be playing some long stratagem that they don't dare move against him. And that's just the way Eamon prefers it.

Attributes: Agility d8, Smarts d10, Spirit d8. Strength d6, Vigor d8

Skills: Fighting d10, Knowledge (Battle) d8, Knowledge (Magic) d8, Intimidation d8, Investigate d8, Notice d8, Persuasion d8, Spellcasting d10, Taunt d8

Cha: -2; **Pace:** 6; **Parry:** 7; **Toughness:** 6; **Power Points:** 10

Hindrances: Arrogant, Callous, Curious, Fallen, Outsider, Weakness (Magic)

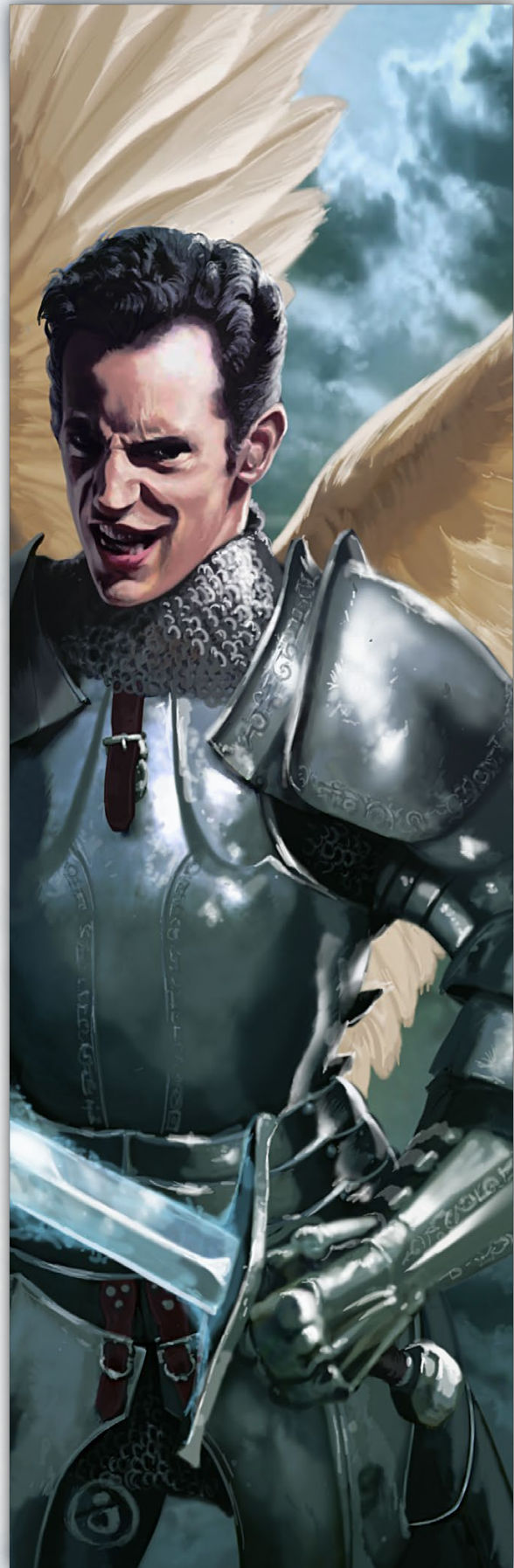
Edges: Alertness, Arcane Background (Magic), Command, Elan, Level Headed, No Mercy, Scholar (Battle, Magic), Seraphic Grace, Shadow Touched, Shadow Walk, Tactician, Wizard

Raphoni

Once, the Hashmallim Raphoni was known for his easygoing and reckless demeanor. One of the fastest fliers in Sanctuary, he thrilled at delivering messages to embattled realms and through incredible odds, always with his gladius sheathed and a wide grin on his face.

To Raphoni, Aegeron was just another assignment, a place he'd be racing back and forth between to deliver Hamal's updates to the choirs. When the Host was called to directly battle Hell he laughed, thinking this was to be a great adventure. He survived that grim day, but hasn't laughed since.

Raphoni is not what he once was. He hasn't fallen, but he skirts close to that point of no return. If his former quickness is still within him, it lies buried under lethargy and the hazy fugue he lives within. His haggard appearance testifies to a creature who hasn't truly rested in centuries, leaving his mind impaired by waking visions of his time in Hell. Sometimes his hands shake, and he startles violently at the sound of clashing steel.



FORCES OF LIGHT

When approached by any Archim he retreats, mentally and physically. Chayith still tries, hoping her pleas will catch his ears. He still tries to serve good where he can, at least in small ways. He drifts from town to town, away from the Defiled. But it's only a matter of time before the war catches up to him and places him in a position where he must choose: stand and fight for the mortals around him, or keep running.

On that day, Raphoni either begins to regain himself, or he falls forever.

Attributes: Agility d12, Smarts d10, Spirit d8. Strength d8, Vigor d6

Skills: Fighting d8, Knowledge (Battle) d6, Intimidation d8, Notice d6, Persuasion d6, Shooting d10

Cha: +2; **Pace:** 8; **Parry:** 7; **Toughness:** 6

Hindrances: Bound, Death Wish, Honest Soul (Major), Weakness (Magic), Yellow

Edges: Acrobat, Fleet Footed, Improved Dodge, Improved Extraction, Liquid Courage, Lucky, Quick, Quick Draw

Special Abilities:

- **Ageless (1):** Archim do not age.
- **Chameleon (2):** An Archim may change its body to fit in with other races. They gain no abilities related to the changed physique. Archim always take the shape of a beautiful member of the species; they simply can't be ugly even if they try.
- **Explode (2):** Damage 3d8, Medium Burst Template, Major Limitation (only triggered when the Archim dies.) No body remains.
- **Extra Actions (5):** One extra action, Fast Actions
- **Fear -2 (3):** Archim posses a fearful gaze.
- **Flight (12):** Pace 48, Climb 2, -1 to hit while flying (translucent wings)
- **Intangibility (5):** Spirit.
- **Invisibility (7):** Level 2, -4 to hit, Contingent on *Intangibility* being activated and maintained.
- **Toughness +4 (4):** Hardy

Arsiel

For much of the current epoch, Arsiel stood as a guard in the Silver Fortress. Such duty is considered emotionally grueling for Archim, and the Erelim who take this as their charge rotate guards to other duties to keep it from wearing on them...or to keep them from feeling too much empathy for the dangerous prisoners within. Arsiel's rotation was changing just as Hamal came to ask for Archim for Aegeon, and so the choice seemed obvious.

Arsiel became Hamal's trusted guard and right hand, and was never far from his side. When the Host charged Hell he was there, and when Hamal

was slain Arsiel avenged the Elohim by destroying the Duke who dealt the fatal blow. He wept when the retreat was called, and was the last Archim to escape.

After the debacle he returned to Aegeon, unable to stand being back among the Host. They had been tested, and had all failed. Awkward in speech and wishing to avoid discussions with the mortals he sought to protect, Arsiel chose the form of a hound, and has lived in that guise for hundreds of years. He was Galen Lightsworn's trusted companion, and saved Hygrim Blackcrow and pulled him to safety after Galen fell.

Arsiel appears as a large, long-haired hunting dog with unusual blue eyes. He is loyal, selfless, brave, and protective, especially of children. On the rare occasions where he assumes a humanoid form his speech is halting and he stutters. Arsiel still nurses a grudge against Eamon, and blames the schemer's grand plan for the death of Hamal and so many other bright lights. Only fear of undoing whatever good Eamon's design might create stays Arsiel's vengeance.

Attributes: Agility d8, Smarts d6, Spirit d10. Strength d12, Vigor d12

Skills: Fighting d10, Intimidation d10, Notice d8, Persuasion d4, Tracking d6

Cha: +2; **Pace:** 6; **Parry:** 7; **Toughness:** 16 (6)

Hindrances: All Thumbs, Bound, Honest Soul (Major), Stubborn, Weakness (Magic)

Edges: Alertness, Brave, Brawny, Bruiser, Improved Sweep, Lucky, Mighty Blow, Nerves of Steel, No Mercy

Special Abilities:

- **Ageless (1):** Archim do not age.
- **Armor +6 (6):** Natural Armor
- **Chameleon (2):** An Archim may change its body to fit in with other races. They gain no abilities related to the changed physique. Archim always take the shape of a beautiful member of the species; they simply can't be ugly even if they try.
- **Explode (2):** Damage 3d8, Medium Burst Template, Major Limitation (only triggered when the Archim dies.) No body remains.
- **Fear -2 (3):** Archim posses a fearful gaze.
- **Flight (8):** Pace 24, Climb 0, -1 to hit while flying (translucent wings)
- **Intangibility (5):** Spirit.
- **Invisibility (7):** Level 2, -4 to hit, Contingent on *Intangibility* being activated and maintained.
- **Super Attribute (2):** Vigor +1
- **Toughness +4 (4):** Hardy

Chayith

Chayith was being groomed for leadership within the seraphim choir when the call came for a flight to look after Aegeron. At first, the choir planned to assign a junior Archim, but when Eamon volunteered they realized that something important was afoot and choose Chayith instead. She accepted the position with her usual grace, though it was an unexpected divergence from her path.

Once on Aegeron, she served diligently and well, working closely with the rest of her flight and growing very attached to all of them. She especially grew to admire Hamal like no other, and when he called the Host she was eager to go to Hell. This was what the ultimate expression of seraphim choir stood for, a proactive assault against evil! She fought valiantly, but fell back in exhaustion with the rest of the Host when they were rebuffed.

It was afterwards that her destiny truly started to change. Eamon had vanished and Jachea had fallen. Hamal and Mimber were lost forever. Raphoni and Arsiel seemed broken, and had returned to Aegeron. She argued that a new flight must be assembled to replace their losses, in case the Stone Gates ever opened. But Sanctuary's wounds were too deep. Entire worlds now lay completely unprotected, and many feared reprisals from the demons. Sanctuary must be protected...Aegeron would have to make do on its own.

Chayith left despite their words, sadly deciding that the Archim had lost their way. She walks a fine line on Aegeron, trying to assist those who stand against the Defiled without actually leading them. The Witnesses have proved invaluable allies in the past, and she's appeared to the Netherguard in times of need as well. Arsiel is her stalwart, if silent, ally, and she still hopes to get through to Raphoni.

Chayith usually appears as a dark skinned woman with glowing eyes, known by some as "Lady Nightfall". Though she is earnest and determined, her main impediment is a lack of confidence in her own leadership abilities...and a lack of Archim she may lead without breaking the prohibition against directing mortals. She believes the Elohim lead, while the seraphim only fight, but her presence inspires the mortals around her more than she knows.

Attributes: Agility d8, Smarts d8, Spirit d10. Strength d10, Vigor d8

Skills: Fighting d10, Knowledge (Battle) d6, Intimidation d8, Notice d6, Persuasion d6, Shooting d10

Cha: +2; **Pace:** 6; **Parry:** 9; **Toughness:** 7

Hindrances: Bound, Honest Soul (Major), Weakness (Magic), Cautious, Loyal

Edges: Command, Giant Killer, Improved Block, Improved Counter Attack, Improved Lumina Weapon, Level Headed, Lucky

Special Abilities:

- **Ageless (1):** Archim do not age.
- **Attack, Ranged (8):** Range 12/24/48, Damage 5d6 damage, Heavy Weapon, Lethal
- **Chameleon (2):** An Archim may change its body to fit in with other races. They gain no abilities related to the changed physique. Archim always take the shape of a beautiful member of the species; they simply can't be ugly even if they try.
- **Explode (2):** Damage 3d8, Medium Burst Template, Major Limitation (only triggered when the Archim dies.) No body remains.
- **Fear -2 (3):** Archim posses a fearful gaze.
- **Flight (8):** Pace 24, Climb 0, -1 to hit while flying (translucent wings)
- **Intangibility (5):** Spirit.
- **Invisibility (7):** Level 2, -4 to hit, Contingent on *Intangibility* being activated and maintained.
- **Toughness +4 (4):** Hardy

HEROIC ARCHETYPES

Archetypes are special packages that players can choose for their characters to gain certain unique Edges and Hindrances that would not otherwise be accessible through normal character creation, meant to exemplify archetypal characters from various forms of fiction and pop culture. To use the Archetypes, simply select the one that fits the character you want to play the most, and apply its Edges and Hindrances, as well as any Attribute increase. Each Archetypes have certain skills that are required for that Archetype. To use the Archetype, you must take each named Skill at a d4 minimum. Other Skills are suggested for the Archetype, but are not required. Each Archetype also has a choice for you to make. Examine the options carefully and apply the selection of your choice. Additionally, you gain a free piece of gear or equipment appropriate to the Archetype, as well as normal starting funds. Finally, you can select additional Hindrances, per normal *Savage Worlds* character creation, in order further customize your character with Edges or Attribute increases.

Archetypes and Character Balance

Normal characters are balanced at +2, per normal character creation rules. The Archetypes are balanced at +4, however, without the inclusion of any racial benefits, including the free Human Edge, and the features of the character's race instead treated as trappings, without mechanical benefit or detriment. Combining Archetypes and Racial Abilities will bring your characters up to a whopping +6, but this may not be as huge of a problem as it is in most games, given the many varied and vile forces Hell can bring to bear against the characters, especially if every character is using an Archetype.

In groups that mix and match Archetypes, the simplest solution is to give a character without an Archetype 2 additional points to spend, or 4 if you are allowing the characters to combine Archetypes and Racial abilities. Heroes with Archetypes are balanced with Nephilim characters, but the group should carefully consider the power imbalance of pairing them with Archim.

Some combinations may prove particularly complimentary, such as the case of an Archetype and a Racial Ability both providing bonuses to the same Attribute. In these cases, award the character both bonuses, as other characters will have gotten the same number of additional bonuses, just spread out among Edges, Skills or other Attributes rather than focused onto one Attribute.

Archetypes, Good and Evil

Forces of Light is about those who would stand against the forces of Hell and the purveyors of evil. That said, some of the Archetype options for heroes may seem a little...questionable. There can be a number of reasons why a nominally "dark" character chooses to stand against evil: Sometimes, there is honor among thieves. That is, a thief may not appreciate a murderer, and so a street level crime boss may see no gain in allowing demons to run amok. Sometimes, the Enemy of my Enemy is my Friend, and an uneasy alliance forms between what we classically consider "heroes" and "villains". Sometimes, a villain stares into the fires of Hell, sees the damnation before them, and turns away as their soul sears in the infernal light. The villain wages their own war against Hell in order to find redemption and save their soul. The world needs heroes. But sometimes bad guys make the best good guys.

BERSERKER

An out of control rage is terrifying. A focused rage is awe inspiring. A Berserker's one identifying trait, regardless of race, religion or personal philosophy is that red haze over their eyes that sparks their fury. Berserkers are powerhouse warriors who shrug off blows that would fell most men and, when enraged, can make titans give pause. Though all Berserkers rage, how they view their rage is what defines them. Some Berserkers are ruled by their rage, relishing in the destruction they cause and not caring that rubble and ash are the end result of their fury. Other Berserkers are imprisoned by their rage, realizing

they are destructive forces in the world and desperately wanting it to end. Berserkers who have mastered their rage, however, are the most terrifying of all...though, thankfully, they are also the most likely to be fighting on the side of the angels.

In a fantasy setting, Berserkers can represent classic barbarians, Vikings, or common depictions of dwarves. Being superstitious by nature, they can handle the beasts and monsters of the world, but the truly supernatural, such as ghosts and demons, give pause to even the most valiant Berserker. They may be rampaging marauders or courageous warriors, but they are regarded as fearsome foes, one and all.

In a modern setting, a Berserker is going to find themselves quickly running afoul of the law, what with their penchant for death and destruction. While the supernatural is less pronounced, and so their superstition is less likely to take effect, only those who have mastered their rage are likely to have any luck functioning in society at large. The rest are likely vagrants and vagabonds, living off the land and scraps in order to avoid death or imprisonment.

In a science fiction setting, Berserkers may exist on uncivilized planets or civilized cities alike, perhaps earning a living as gladiators or hired muscle. A spaceship is a trickier proposition for a large warrior with anger management issues, but certainly not unheard of. It helps if they have some semblance of control over their fury, as rampages inside of a space ship's cockpit will not end in any way that is beneficial for anyone involved. Of course, the proud warrior race grappling with their Berserker tendencies is prevalent in a lot of science fiction and space opera as well.

Attributes

Each Attribute begins at a d4, except Vigor, which begins at a d6. The Berserker has five points to spend on increasing their Attributes, per normal character creation. Vigor can be increased to d12+2 through normal advancement.

Skills

A Berserker is a fierce and ferocious warrior, almost an engine of destruction. They must invest in the Fighting skill in order to enforce their martial superiority. Berserkers are often comfortable in nature as well, and must take Survival. Finally, they also require Intimidate, as they make normal foes quake in their boots. They get 15 points to spend on these and any other skills.

Edges & Hindrances

All Berserkers gain the following:

- **Berserker Rage (E):** A Berserker is not just a fighter, he is a rampaging force of nature. Filled

with a furious anger, the Berserker shrugs off blows and meets his opponents with crushing power. Every Berserker gains the Berserk Edge for free.

- **You Can't Break Me (E):** A Berserker shrugs off blows that drive normal warriors to their knees, even before they are raging. Gain +1 Toughness after calculating your derived stats.
- **Superstitious (H):** Your people have long seen signs in everything, often where others see only nature. You know that spirits are not meant to still reside on this plane, and are omens of darkness. Logic and reason give way to obscure and arcane fortunes, and portents may guide you to places you would prefer not to tread. While you fear no man in combat, the obviously supernatural gives you pause. You have a -2 penalty to Fear tests when confronted with the obviously supernatural.

What Is Your Rage?

Every Berserker has to deal with their rage and what it means to their very being. What is your rage to you?



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MY RAGE IS MY WEAPON

It used to consume you. Now, your rage is as much a part of you as your breath, closer to you than your axe, and focused at your will.

- **I'm Always Angry (E):** Unlike so many before you, your rage does not control you. You can summon the rage within, so that you are never unprepared for a fight. You gain the Barbaric Blood Edge, which allows you to trigger your rage at will, by spending a Benny.
- **None Can Stand Before Me (H):** The downside of mastering your rage to the level that you have, is that you are convinced that you are up to any task or any foe. This has given you the Overconfident Hindrance, and your pride may well lead to your fall.

MY RAGE IS MY PRISON

If you were being honest, you are terrified of your destructive rage. You have no means of quelling the rising fury inside your soul, and know that someday you will hurt yourself or someone else because of it.

- **An Honorable Death (H):** If only you could control the rage. Despite your best efforts, you cannot, and you rationalize away all of the harm you inflict in your wake...but the disgust in your soul makes you choke. So you seek out a violent, honorable end. You will rid yourself from this earth before you cause more innocent death and pain, but you will not die by your own hand. You have the Death Wish Hindrance, as you seek out your honorable end at the hands of a worthy foe. Note that this differs from Death Wish in that your character actually is suicidal, they just refuse to die by their own hand.
- **There Is Little I Fear More Than Myself (E):** Fear is not a reasonable deterrent to your overdue end. Staring down a beast's maw only gives you goosebumps in anticipation of the glorious warfare to come. You gain the Brave Edge, as only the most harrowing experiences can give you pause, much less send you cowering.

MY RAGE IS MY MASTER

You have been lost to your rage. Violence is your first, and constant, resort. It is exceedingly difficult for you to have normal, healthy relationships with people, given how you revel in bloodlust.

- **I Am Death (H):** Big or small, every opponent must fall before you. If your axe breaks, take their sword. If their sword breaks, use your bare hands. If you bathe in the blood of your enemies, then it has been a good day. You have the Bloodthirsty Hindrance.

- **Going Down Fighting (E):** You will someday die, but it will be on your feet, and fighting to the end. Minor injuries and distractions do not delay you long, and so you gain the Combat Reflexes Edge to aid in becoming Unshaken.

Derived Stats

The Berserker calculates derived stats as normal.

Starting Gear

The Berserker begins play with their chosen starting melee weapon (often an axe, but not required), as well as \$500 in starting gear.

Customize

Select any additional Hindrances as normal, spending those points on Edges and Attribute advances as normal.

CHOSEN ONE

In every generation is a Chosen One, an individual who is destined to stand before the forces of darkness and wage war against them. The Chosen One is often unassuming, such as a teenage girl, a department store clerk or a young slave boy found on a secluded desert world. There are prophecies written about them, and powerful enemies rising up to smite them or, even worse, corrupt them. A Chosen One stares death in the eye every day of their life, and the fatigue of constant battle wears many of them down until they let their guard slip just once. Other Chosen Ones, realizing their vast responsibility, take it all on their shoulders and push allies away, refusing to risk their lives in a struggle that can only end in death. Then there are the Chosen Ones who become the very things they fight...consumed with darkness and vengeance, or merely drunk on power, they turn away from their destined path and become every bit as dangerous as the villains they fought.

In a fantasy setting, The Chosen One is generally able to act more openly. If monsters aren't an accepted part of life, then they are at least not dismissed as fiction, and a capable warrior who is ready and willing to fight them is lauded as a champion. Villages may provide aid and comfort to The Chosen One, while the evil forces they fight may manifest in the form of brutal emperors, unholy knights or undead wizards.

In a modern setting, The Chosen One has to balance their never ending battle with either school or work responsibilities (because saving the world doesn't pay well), as well as working within a society that has a (sometimes corrupt) police force and legal system. A Chosen One in a modern setting is likely to be considered a vigilante at best and delusional at

worst. The Big Bads that a modern Chosen One has to face could be anything from an ancient monster living in the shadows to a corrupt member of “polite society” on the verge of transforming into a demon, or even a multidimensional law firm that represents the interests of human and demon scum alike.

In a science fiction setting, The Chosen One often takes on a completely different role. While they are a poor fit for a “hard” sci-fi setting, they are almost tailor-made for space opera settings, which are often tinged with a bit of mysticism already. The Chosen One is often openly prophesied, and given that “monsters” are less prevalent than other alien species, The Chosen One spends less time in the shadows than they might in other settings. Rivals in a sci-fi setting can be evil overlords, vile alien gangsters and dark orders that mirror and pervert The Chosen One’s beliefs.

Attributes

Chosen Ones begin with a d4 in every attribute except Strength, which begin at a d6. You get 5 points to spend on increasing your Attributes, to a maximum of d12, except Strength and Vigor, which have a max of d12+2.

Skills

Chosen Ones need Fighting to survive. Most Chosen Ones are known for having a sharp tongue and imposing presence, so Intimidation or Taunt is required as well. Chosen Ones tend to be proactive hunters of evil, and are trained in Tracking. It is also suggested that Chosen Ones acquire some skill in either Throwing or Shooting, when they just can’t engage in melee. Chosen Ones gain 15 points to distribute among these and any other skills.

Edges & Hindrances

All Chosen Ones gain the following:

- **At War With The Dark (H):** The Chosen One is known by the forces of darkness, even if they are not aware of their destiny. Powerful enemies will always factor the Chosen One into their plans, disrupting peace and targeting loved ones. The Chosen One is destined to live a bloody, and often short, life.
- **Second Sense (E):** The Chosen One hunts the forces of darkness, wherever they may hide. Their supernatural destiny has sharpens their awareness of unnatural dangers, and so they gain a Notice roll (as the Danger Sense Edge in *Savage Worlds*, but without penalty, due to their metaphysical attunement to the supernatural) when they are subject to an ambush by a supernatural creature. If successful, they are on Hold for the first round of combat. If they



fail, they may still check for surprise as normal. Again, this ability only functions when targeted by supernatural creatures.

What Is Your Destiny?

Each Chosen One must select their destiny, choosing one of the packages below.

DEATH IS YOUR GIFT

The Chosen One is constantly surrounded by death, much of which they deal out in the name of goodness, light and humanity.

- **Killed By Death (H):** Even the best and most valiant warriors against darkness find themselves overwhelmed. Eventually, The Chosen One will slip. Despite all of their training, they will move a step slower, react a moment too late. Some foe, some opportunistic creature will be waiting to take advantage. After a number of sessions equal to your Spirit die type, the war against darkness begins to wear you down. Draw a card at the beginning of the session. If it is a face card,

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you are at -1 to all Trait rolls for the remainder of the session. If you draw a Joker, then your Chosen One's time has come to an end. At some point in the session, during a conflict (not necessarily a combat), your Chosen One will drop their guard and open themselves up to a killing blow. Alternately, you may make a grand sacrifice to save the rest of your group, giving your life so they may live. The GM should provide a suitable foe or obstacle and give you the opportunity to make your last moments memorable.

- **Think You Can Take Me? (E):** The Chosen One gives as good as they get. They have -2 to Soak rolls, but they ignore Wound penalties on Fighting rolls, and add their Wound levels to their melee damage.

THE CHOSEN ONE IS ALWAYS ALONE

The Chosen One believes that no one else can bear their burden. Though they work with others, often hold them at arm's length. While this makes them self-reliant, it also leaves them isolated.

- **The Chosen is Always Alone (H):** The Chosen One may not take the Common Bond Edge, and may not receive Bennies: from a character with the Common Bond Edge. The Chosen One may not contribute to, or benefit from, Gang Up bonus, either. Lastly, The Chosen One may not participate in Cooperative Rolls.
- **I Stand Alone (E):** Foes attacking The Chosen One never gain Gang Up bonuses, and the Chosen One gains one extra Benny at the start of each session.

WHOEVER FIGHTS MONSTERS

Not all Chosen Ones fight evil to the bitter end. Some become seduced by their power. Some lose too much and become consumed with rage. Regardless of the reason, some Chosen Ones become the monsters they have fought for so long.

- **Overconfident (H):** A Chosen One who has given in to their darker nature takes on a superiority complex. They particularly revel in defeating and humiliating their former friends in combat, but they rarely ever back down from anything, believing themselves to be superior. They gain the Overconfident Hindrance, per the *Savage Worlds* rules.
- **Lying Eyes (H):** A Chosen One who has embraced their dark side gives off an unsettling feeling to all but the most naïve people, even when the Chosen One is telling the truth. The Chosen One has a -2 penalty on all Persuasion rolls. This penalty becomes -4 against characters who have been personally wronged by the Chosen One.
- **Last Man Standing (E):** Chosen Ones thrive on wearing down their opponents and pushing

them to the brink before finishing them off. Whenever an opponent spends a Benny to Soak an attack from the Chosen One, the Chosen One adds that Benny to their pool.

Derived Stats

Chosen Ones calculate their Derived Stats as normal.

Starting Gear

Chosen Ones begin with a single normal melee weapon of their choice and \$500 gear.

Customize

Select any additional Hindrances as normal, spending those points on Edges and Attribute advances as normal.

CRUSADER

Every cause requires someone to take it up and spread it to the corners of the Earth. Sometimes, this can be accomplished by Priests, organization and spoken word. Other times, it requires that someone takes up a sword and face the enemies of the cause head on. This is why Crusaders exist. They stand on the frontlines, they lead the armies and they break the spirit of the opposition. Whether they call themselves a noble paladin or a vile blackguard, the means—if not the methods—are strikingly similar from one Crusader to the next. Some Crusaders are masters of combat. Some Crusaders are effective generals. Some are conduits of their Gods. All will lay down their life for a cause that is greater than they are.

In a fantasy setting, Crusaders strongly resemble what is commonly referred to as a paladin. They are quite often extensions of a church or a temple, rarely swearing fealty to kings and crowns. They wear the symbols of their faith openly, and the acceptance or rejection from the masses begins with how the Crusader's Higher Power is perceived. Vile blackguards leading armies of undead or demons is an iconic sight in fantasy settings, as is the gleaming warrior backed by a holy light, and the two are often in conflict despite—or perhaps because—they are merely flip sides of the same coin.

In a modern setting, a holy Crusader is met with less reverence and more disbelief. The infrastructure that aids them in a fantasy setting is typically downplayed in a modern setting, and their enemies rarely operate so openly, often infesting influential positions in society and operating under the cover of wealth, the media and the authorities. True Crusaders are rarely deterred, however, and tend to believe that it is more important that they continue to carry their banner, not less, for their enemies' strikes are more subtle, but no less deadly.

In a science fiction setting, a Crusader may be leading the war to restore the power of religion to a secular society. Faith versus science as the central conflict of the setting can prove compelling, whether the Crusader is portrayed as trying to save society from itself, or as a strange and backwards being looking to stifle advancement and innovation. The Crusader could even be aligned with a powerful technocracy, with each side using the other to their own ends, with a grudging respect for each other's methods. The presence of a Crusader, especially one with Arcane Background (Miracles), is very hard to ignore in the cosmology of most sci-fi settings.

Attributes

Every attribute begins at a d4 except Spirit, which begins at a d6. Spirit may be increased to d12+2 through normal character advancement. The Crusader has five points to spend on attributes, per normal character creation.

Skills

First and foremost, the Crusader is a warrior, and requires the Fighting skill. Being at the forefront of battle, the Crusader also has Riding, Driving or Piloting, whichever is most appropriate to the setting. The Crusader is rarely lost on the battlefield, and so they also require Knowledge (Battle). Lastly, the Crusader must take either Intimidation or Persuasion. The Crusader gets 15 points to spend on these and other skills.

Edges & Hindrances

All Crusaders gain the following:

- **Champion (E):** Whether a force for light or dark, a Crusader is endowed with the capability to stand fast against their enemies and crush them. A Crusader has the Champion Edge, per *Savage Worlds*, regardless of their Attributes, and without requiring the Faith skill or Arcane Background (Miracles) Edge.
- **Bound (H):** A Crusader is a powerful instrument of a higher being. This means that they follow the directives of their Higher Power, as much of a divine instrument as they are a soldier. Treat this as a Vow (Major) Hindrance and work out the details of your Higher Power's demands.
- **Enemy (H):** A Crusader has many enemies, as they hunt their Higher Power's foes and are targeted by them as well. Until the final battle between good and evil is waged, and concluded, the Crusader will always be called to battle, no matter how many of their foes they fell.



- **No Such Thing As Coincidence (E):** What some call coincidence, the Crusader calls faith. Once per session, the Crusader can spend a Benny: to create a serendipitous occurrence: Appearing in the nick of time to save a life, recovering a weapon lost in battle, etc. Ultimately, the GM has the final call as to whether or not the effect is possible, but if it is not, then the Benny: is not spent.

How Do You Lead Your Crusade?

BY THE FIST OF GOD

You are the first into battle and the last man standing. It falls to you to break the strongest foes in one on one combat.

- **Ready to Fight (E):** Through skill, training and divine inspiration, you are a gifted warrior. You may select any one Combat Edge, regardless of requirements, except Edges that require other Edges.

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BY THE WORD OF GOD

A leader of men, you inspire your fellows to fight in your Higher Power's name and rally to the cause.

- **Divine (or Infernal) Leadership (E):** You may select any one Leadership Edge for free, regardless of Rank or Attribute requirements. You do have to have any prerequisite Edges, however.

BY THE WRATH OF GOD

Some lead by word. Some lead by deed. You call down the fury of your Higher Power to aid your crusade.

- **Miracles:** Whether holy or infernal, you have supernatural powers granted by your Higher Power. You gain the Arcane Background (Miracles) for free, with suitably holy or infernal trappings, depending on who you serve.

Derived Stats

Crusaders calculate derived stats as normal.

Starting Gear

Crusaders begin play with an appropriate suit of armor (chainmail or equivalent for the setting), as well as \$500.

Customize

Select any additional Hindrances as normal, spending those points on Edges and Attribute advances as normal.

DEMON HUNTER

Demon Hunters and Witch Hunters seem like they would have a lot in common, and many do, but zealotry is not a prerequisite for Demon Hunters. A Demon Hunter is not particularly faithful (though some are) or righteous, they are just acutely aware that demons are a real clear and present threat. Those who do believe fervently in a Higher Power are often imbued with divine abilities to combat the forces of evil with. Other Demon Hunters have procured relics that are empowered to thwart demonic foes, while certain Demon Hunters merely rely on bindings and rituals to ensure that their demonic foes are banished. However, every Demon Hunter's single minded devotion to fighting Hell's legions leaves them acutely susceptible to corruption...and a fallen hero is far more tragic than a dead one.

In a fantasy setting, Demon Hunters are often indistinguishable from other adventurers, at least on the surface. More subtle than Witch Hunters, Crusaders and the like, they rarely arouse suspicion from those who would distrust them. Luckily for

Demon Hunters, helpful magic and relics to fight demons with also tend to be more readily available in fantasy settings, providing additional comfort. However, that single minded focus on demons can make Demon Hunters vulnerable to the other adversaries they are likely to encounter.

In a modern setting, Demon Hunters particularly struggle with those demons who would wear the faces of seemingly innocent folks, placing the Demon Hunter at a disadvantage in those struggles. Demon Hunting doesn't pay the bills, either, and many Demon Hunters wind up with criminal records pretty quickly due to instances of breaking and entering, assault and battery and, in cases that really go badly, murder.

In a science fiction setting that also has demons, a Demon Hunter may be at a huge disadvantage given that magic as commonly depicted often doesn't exist. This could place a Demon Hunter into conflict without many of the proper and necessary tools needed to fight their infernal foes. After all, blasters and vibro blades are not the first weapons thought of when battling demonic invasions. If the demons present are less "infernal servants of Hell with magic powers" and more "twisted, inhuman monstrosities", then a Demon Hunter may not be needed, and it may be a job for a Marine with a BFG instead.

Attributes

Each Attribute begins at a d4, except Spirit, which begins at a d6. The Demon Hunter has five points to spend on increasing their Attributes, per normal character creation, up to a maximum of d12, except Spirit, which can be increased to d12+2.

Skills

A Demon Hunter's three most important skills are Investigation, Tracking and their chosen combat skill (Fighting, Throwing or Shooting). A Demon Hunter has to know how to find his target, know how to kill it, and actually be able to do it. Some Demon Hunters have learned a lot already, and have Knowledge (Occult) as well, mitigating the need for a lot of investigation. The Demon Hunter has 15 points to spend on these, or any other skills they choose.

Edges & Hindrances

Every Demon Hunter has the following:

- **Those Who Stare Into The Abyss (H):** When you stare long enough into the abyss, it stares back at you. And when you fight demons, you should take care that you do not become one. The insidious influence of demons is ever present, even in the most unassuming of

situations. Whenever you roll a 1 on your skill die while attempting any roll directly involving a demon (from Shooting a demon to using Investigation to learn some truth about them), make a Spirit roll. If you fail the Spirit roll, you immediately succeed on the attempted task. Then check the Demonic Influence Chart. The first time this happens, you gain the Mean Hindrance as the demonic influence begins to subvert your personality. The second time you gain the Bloodthirsty Hindrance. The third time, you fall under the control of demonic influence. See the **Possession** rules in the *Codex Infernus* for more information about Possession

- **Never Unprepared (E):** Every demon has a weakness, even if is something merely to ward them off. You are no fool, and in your arsenal you always keep something near you to thwart any demon you encounter. In all but the most extreme of situations, you can spend a Benny: to produce an item that will ward off a demon whose existence and weaknesses you already have some knowledge of, be it something as simple as salt or a holy symbol.

What Is Your Chosen Instrument of War?

Though you rarely turn away from a useful method of defeating demons, you have settling on one thing that gives you a greater advantage:

MY WEAPON

Whether it is a sword, a gun, a bow, or something else, your preferred method of defeating demons is martial.

- **Relic (E):** Your weapon is imbued with a mystical charm, a blessing or a radiant aura, something that makes it anathema to your demonic foes. When combating demons with this specific weapon, your damage rolls do +2 damage on a successful attack roll.

MY WITS

You have a proven knack for binding—and perhaps banishing—demons, whether by discerning their true name, or simply figuring out their weaknesses.

- **Bound and Banished (E):** You can attempt to bind and banish a demon, and you can construct the necessary wards and bindings with very little preparation. As long as you have something to create a binding circle with—and even chalk has proven sufficient in several cases—then you can hastily construct a ward to trap a demon. When the demon enters the binding circle, you engage in a Social Conflict with the demon, using Spirit instead of Persuasion. However, you gain +2 if your



DEMONIC INFLUENCE CHART

Demon Hunters may find their studies of demonic activities can lead to opening their psyches to demonic influence. Demonic influence may allow you to succeed where you would otherwise fail, but at a cost. Only those of considerable will can resist this influence. Whenever you roll a 1 on your skill die (regardless of Wild Die), immediately roll a Spirit test. See below for the effect:

1st Failure	Gain the Mean Hindrance.
2nd Failure	Gain the Bloodthirsty Hindrance.
3rd Failure	Become temporarily possessed by a demon. See Possession rules in <i>Codex Infernus</i> .

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circle is constructed of a substance that weakens the demon, and an additional +2 if you know—and use—the demon's true name. On a tie, the demon is not bound. If you win by 1–2 successes, the demon is bound to the circle. If you win by 5 successes, the demon is banished back to Hell. If the demon wins by 1–2 successes, you move one additional step on the Demonic Influence chart. If the demon wins by 3–4 successes, you move two additional step on the **Demonic Influence** chart. If the demon wins by 5 or more successes, you are immediately possessed by the demon.

MY FAITH

Higher Power is your co-pilot, and the only One you can trust to help you fend off the forces of Hell. You are no foxhole convert, even if desperation may have driven you to Him initially.

- **Bastion of Faith:** You gain +2 on all Spirit rolls to resist demonic possession or influence. Additionally, you may spend a Benny: to grant that some resistance to any person you can speak with, who would be inclined to treat your counsel as friendly. Lastly, you gain the Holy Warrior Edge, though its effects only work on demons, not undead or evil priests, and requires that you brandish a symbol of your faith.

Derived Stats

The Witch Hunter calculates derived stats as normal.

Starting Gear

The Witch Hunter begins with a relic weapon, implements for creating wards or a holy symbol, based on their chosen instrument, as well as \$500 to spend on additional equipment.

Customize

Select any additional Hindrances as normal, spending those points on Edges and Attribute advances as normal.

FERAL

The warrior raised in the wild has been a long standing storytelling tradition, from lost nobles raised by apes to mutant superheroes wrestling with the balance between animal and man every day of their lives. A Feral is the ultimate question of nature versus nurture, as their inherent human impulses grapple with the imprint left by the animal kingdom. Some Ferals act as guardians of the wild, refusing to allow humanity to despoil the brutal purity of nature. Other Ferals move about human society, but still maintain beasts as their closest friends. The worst

of the Ferals live the “kill or be killed” philosophy, and bring their savage instincts into the world, often serving as assassins, citing their animal nature... though many question if it's not just human nature perverting that animal side.

In a fantasy setting, in which animals may be hyper intelligent, magical, shapeshifting Gods or transformed wizards, the inherent basis of this archetype is not a very tough pill to swallow. As well, most fantasy settings do not have heavy industrialization going on, so the wilderness is rarely as threatened as it might be in other settings. Any variation of the Feral archetype can be introduced, as-is, with little need for further explanation, though Apex Predators may unsettle normal folks a bit and be likened somewhat to lycanthropes or possessed individuals.

In a modern setting is where the roleplaying opportunities for a Feral truly shines, as Kings of the Jungle or Beastmasters are likely to not only feel extremely uneasy with modern society, but also face an arrogant humanity who thinks they can kill what they wish and stripmine nature for their own ends. This ideology can leave even heroic Ferals at odds with human societies who think they “know better”. Apex Predators will almost certainly find themselves on the wrong side of the law, sooner or later, no matter their intentions.

Ferals are a bit harder to adapt to a science fiction setting, especially one that spans multiple planets and star systems, though popular science fiction certainly provides multiple examples of character who could fit the Feral archetype embracing space travel and all that entails. Ferals find themselves at a disadvantage when facing enemies from highly advanced societies, given that Ferals tend to either eschew ranged weapons, or use simple weapons in contrast to advanced blasters and cannons. Still, the “fish out of water” story is one that has a lot of potential, and a Feral on a spaceship is about as perfect of a representation of that as you can get. While not required, it certainly would not be uncommon to see Ferals in modern or sci-fi settings taking the All Thumbs Hindrance.

Attributes

Each Attribute begins at a d4, except Vigor, which begins at a d6. The Feral has five points to spend on their Attributes, per normal character creation. Vigor can be increased to d12+2 through normal character advancement.

Skills

Ferals must have Survival, as they tend to thrive in the wild. Any good Feral also has Tracking, whether they are hunting food, prey or foes. Ferals need to be capable at Fighting, especially as most tend to

eschew ranged combat. Swimming and Climbing are not required, but are encouraged. These are the skills that will give the Feral the best chance of surviving in the wild. The Feral gains 15 points to spend on these and any other skills they choose.

Edges & Hindrances

All Ferals gain the following:

- **One With Nature (E):** All Ferals have an innate sense of survival in the wild, regardless of the terrain they grew up in. Ferals gain the Woodsman Edge for free, regardless of requirements.
- **At Home In The Wild (H):** Ferals find themselves uncomfortable when dealing with civilization, no matter how hard they try to assimilate. All Ferals gain the Outsider Hindrance, and it is exceedingly difficult for Ferals to find a place where they do fit in.

What Have You Become?

RAISED IN THE WILD

More animal than man. You are not a beast, not truly. So what have you become?

KING OF THE JUNGLE

You stand on the edge of civilization and the primal, guardian of nature and leader of those who would be out savvied by the encroachment of an increasingly industrialized society.

- **Our Fearless Guardian (E):** While you are not true royalty, you are the guardian of a less-developed society that has limited contact with the world. People look to you for protection against the advances of an increasingly callous society. You gain the Noble Edge, though the financial benefits are not in cash, they are in food, equipment and shelter provided by their tribesmen.
- **Law of the Jungle (E):** Survival in the jungle is second nature to you. A life in the wild has taught you everything you know to survive: even thrive: in the wilderness. You gain a free d6 in Survival and Tracking.
- **Lost in the Concrete Jungle (H):** For all of your skill surviving in the wild, you are completely out of your depth in civilization. When inside urban or civilized areas, you not only have the Outsider Hindrance, but you gain a -2 penalty to Tracking, Survival and Streetwise rolls.

THE BEASTMASTER

More at home with animals than with humans, your closest companion is a beast and your grip on humanity is tenuous at best.



- **Beast Master (E):** You have a loyal companion in the form of an animal that makes sense for the setting. This is not a nameless beast: it is one of your best friends and closest allies. It has a name and a personality, and can advance like extras do, per the *Savage Worlds* rules.
- **No Use For Material Things (H):** You reject worldly things, as the land will provide all that you need. You gain the Poverty Hindrance.
- **The Land Provides (E):** Your innate sense of the wilderness makes you a prolific hunter and tracker. In addition to your natural aptitude, you have become quite skilled at tracking and gaining what you need from the land. You get Survival and Tracking at d6 for free.

THE APEX PREDATOR

Your time in the wild has taught you one very valuable lesson: You are the top of the food chain. Whether you keep to the wilds or sell your services to the highest bidder, the point is that you know you are the biggest dog in the fight and you will feast at will.

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- **More Animal Than Man (E):** There is something truly primal about you. Even when you make the effort to pass in polite society, there is something unsettling about you. You are also never unarmed. Whether its sharp fangs or clawed nails, you have natural weapons that inflict Str+d6 damage. Additionally, you gain the effects of the Strong Willed Edge, as Taunts and Intimidation have little effect on you.
- **A Kill's A Kill (H):** You waste no time with prisoners, and anything you leave alive might decide to come at you again later. You have the Bloodthirsty Hindrance.
- **Killing Blow (E):** You know how to strike with maximum effect. If you didn't, you would have been bad breath on a hyena a long time ago. You gain the effects of the No Mercy Edge, to ensure your strikes are as deadly as possible.

Derived Stats

The Feral calculates derived stats as normal.

Starting Gear

The Feral gains a weapon of their choice and starting funds appropriate to their Edges.

Customize

Select any additional Hindrances as normal, spending those points on Edges and Attribute advances as normal.

HOOD

The Hood is one of the most varied archetypes, and one of the most versatile. Hoods have two very common traits: They are very well connected, as they have to move outside of what we call “polite society”, and they often run afoul of the authorities and have warrants for their arrest, or a price on their head, depending on the setting. Some Hoods prefer to conceal their identities and shake up the power structure of society, often for altruistic purposes, but occasionally for selfish ones. Other Hoods are more than satisfied with ambushing hapless travelers and subsisting off of the misfortune of others. Lastly, they may sit at the head of the table, a godfather, a prince of thieves, or maybe just the leader of an innocent smuggling operation. All paths provide their own unique benefits...and have their own unique challenges.

In a fantasy setting, Hoods operating as Highwaymen are a common sight. There is rarely a backroad that hasn't been preyed on at one time or another. Bosses are similarly commonplace, often manifesting as leaders of Thieves' Guilds

or Assassins' Guilds. Masked Vigilantes are not as common place in fantasy settings, but there is nothing preventing them from appearing. Indeed, they can make for a refreshing change of pace. None of these are inherently good or evil, either. A Highwayman could be a petty criminal, or they could be robbing from the rich and giving to the poor. A Boss could be the center of all crime in the region, or they could be the only wall preventing worse criminal elements from running rampant. Vigilantes may be masked avengers, or they could be terrifying loners cowing a populace into meeting their demands.

In a modern setting, the Highwayman version of The Hood is less common, especially in more civilized nations and regions. That does not mean that they can't be set up in more remote areas, preying on travelers who think such dangers are no longer commonplace. The Vigilante immediately evokes the idea of modern superheroes and villains, especially those that use fear and shadow as their primary weapons in their personal wars. Bosses continue to be relevant here as well, whether as Mafia or Yakuza leaders, high ranking Cartel leaders or something else. Modern society has no shortage of opportunity for ambitious individuals with slippery morals.



All three types of Hoods also have a place in a science fiction setting. A Highwayman in a sci-fi setting is a space pirate, ambushing small carrier transports on secluded spaceways, robbing them and taking what they want. Crime lords are a common trope in science fiction settings, and an ambitious boss may have direct influence over whole planets or even star systems. A Vigilante has a harder time making an impact in a star-spanning setting, as the scope of their operations is rarely able to match the scope of the setting, but a sci-fi setting focused more heavily on a single planet or region can easily support the existence of The Vigilante.

Attributes

Each Attribute begins at a d4. The Hood has five points to spend on their Attributes, per normal character creation.

Skills

All Hoods, regardless of their moral compass, require Streetwise. This allows them keep their finger on the pulse of the streets, to know how and where to find their marks. Any Hood who doesn't have at least some skill in Gambling find themselves broke, quickly. Some skill in Notice is also needed, given that Hoods tend to have targets on their backs. While not required, either a combat skill or Intimidation makes a Hood's life a lot easier. Hoods gain 15 points to purchase these and whatever other skills they require.

Edges & Hindrances

All Hoods gain the following:

- **Wanted (H):** Every Hood is wanted for their crimes, as they live outside of societal norms and clash with local authorities, regardless of their moral leanings. You gain the Wanted (Minor) Hindrance. You can upgrade this to Wanted (Major), and a free d6 in one of your skills, if you so choose. You will need the extra training to handle the authorities, after all.
- **Well-Connected (E):** Surviving on the fringes of society isn't easy, and no man is an island. The Hood gains the Connections Edge. The GM and player should work out the best use of the Connections Edge for the setting.

Who Are You?

I AM A VIGILANTE

You help the helpless. You rob from the rich and give to the poor. You have no faith in laws, and seek to right wrongs on your own, regardless of who you cross. For this reason, you often find yourself in a crossfire between criminals and authorities.

- **The City is Mine (E):** You know the ins and outs of the city streets better than most, and can use the alleyways and shadows to avoid authorities and get the drop on your targets. You gain the Woodsman Edge, but the benefits apply to urban areas, rather than wilderness areas.
- **Fear is My Weapon (E):** It is better to win a fight before the first arrow is fired or first punch is thrown. You prey upon people's fear to gain the upper hand and attempt to reduce conflict. You begin with a d6 in Intimidation.
- **Dual Identity (E):** You have too many enemies to act openly. Shrouded in the shadows, you keep your face hidden in order to protect those you care about, as well as yourself. The world may know you by two names, and you take special care to ensure that your two identities are not linked. Anyone attempting to use Streetwise or Investigation to learn details about you, or Tracking to find you, do so at a -2 penalty. Additionally, you gain a +2 to Streetwise rolls, so long as you are using the proper identity (GM's discretion) to get the most out of your informants (like your masked identity when dealing with criminal informants, or your "normal" identity at a social gathering).
- **Enemies on All Sides (H):** Robbing from the rich and giving to the poor and helping the helpless places a large bull's-eye on your back. You have a very powerful enemy, and they often send agents after you, or fund operations against you. Toppling them from their ivory tower will be a momentous task because of how far their grasp extends...but someone has to do it. You gain the Enemy (Major) Hindrance.

I AM A HIGHWAYMAN

You sit on the coach roads, attacking those who seem to be well off and have no means of defending themselves. Your goals are simple: Make money by the simplest path possible...taking it from those who have more than you. Whether your highway is a secluded forest trail, a desert county road off of a major highway or an isolated space trail, and your horse is a wild stallion, a 57 Chevy or an armed freighter ship, the only thing you want to do is lie low, bushwhack unsuspecting targets and not stay in one place too long.

- **"Stand and Deliver!" (E):** Your reputation is well-known and well-earned, and even well-armed men must give serious thought to whether or not they will take arms against you. You gain the Strong-Willed Edge, regardless of whether or not you meet its requirements.

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- **Knights of the Road (E):** Sometimes coaches try to escape, and you are certainly not going to chase them by foot. Long ago, you became a horseman to facilitate your crimes. You gain a free d6 in the Riding skill. If it would be more appropriate to use another skill such as Piloting or Driving, based on the setting, then gain that skill instead.

I AM THE BOSS

Every leader has to start somewhere, and you are using your wits and force of personality to construct the beginnings of a criminal empire. Your hold on your burgeoning empire is tenuous, and its future success hinges on your next move.

- **Leader of the Pack (E):** Fueled by wealth and charisma, your newly formed criminal organization is a growing force in the criminal underworld. At this stage, the loyalty of your soldiers is contingent entirely upon your strength of will and the steady flow of cash. Take the Noble Edge for free to represent your funding and charisma.
- **Pulse of the City (E):** Everyone who is anyone knows someone. What to ask, who to ask and how to ask it are a vital skill for anyone looking to be a power broker in the world. Take Streetwise at d6 for free.
- **Deep Pockets (E):** Financing a criminal organization is not for those with light purses. You gain the Filthy Rich Edge, but you must maintain a steady flow of criminal activity, as this is the source of your income...and when your employees stop getting paid, you have to start looking for knives in the back.
- **A Knife In Every Shadow (H):** Many people want to see you dead, and they all have their own reasons. Every session, the GM draws a card. On a face card, an assassin will strike at an inopportune time. On a Spade, the assassin will be an unassuming bystander who strikes via traps and trickery. On a Heart, the assassin is a member of your own organization who is betraying you, either because of money, extortion or some other reason. On a Diamond, the assassin attempts to strike from range, making them harder to stop as well as track. On a Club, the assassin will attempt to strike up close and murder you with their own hands. On a Joker, the assassin will be armed with considerably dangerous methods appropriate to the setting (such as magic, explosives or the like).

Derived Stats

The Hood calculates derived stats as normal.

Starting Gear

The Boss begins with a small, concealed apartment or mount (the player's choice), and starting funds based on their Edges.

Customize

Select any additional Hindrances as normal, spending those points on Edges and Attribute advances as normal.

OCCULTIST

An Occultist is an individual who seeks to understand all there is to know about the supernatural side of reality, for their own ends. The life of an Occultist is one devoted to unraveling the mysteries of the world, the creatures in it and, when necessary, how to stop them. The Occultist is rarely comfortable on the front lines of combat, often mentoring other, more powerful heroes (such as a Chosen One), imparting their knowledge and understanding to a more capable front-line warrior. Some Occultists learn all that they can about the supernatural in order to gain revenge for a grievous injury done to them by foul creatures. Finally, some Occultists only wish to peel back the layers of reality so they can bolster their own strength. It is a dark road to tread, and few walk it without becoming marked.

In a fantasy setting, an Occultist is commonly looked at as more of a sage, and may well be treated with reverence by local townsfolk, especially if they keep the details of their darker dabblings secret. Given that they rarely directly manipulate dark and arcane powers, as wizards do, they have less suspicion cast on them. They may work as herbalists or healers, though some may have gained the ear of royalty—for good or for ill—and serve as advisors to the crown.

In a modern setting, an Occultist cannot speak openly of their pursuits without appearing to be more eccentric at best, and insane at worst. If they are not independently wealthy, they find themselves working “cover” jobs such as librarians, book store owners or even “Magic Shop” owners who sell junk items to average customers, while perhaps offering true ingredients and trinkets to customers in the know.

In a sci-fi setting, the Occultist may be completely inappropriate, especially in a hard sci-fi setting. In a space opera setting, it may be more appropriate, as space opera settings tend to have more of a mystical undertone to them. Occultists in sci-fi settings are not usually regarded with suspicion, though they may well be mocked for believing in things science has dismissed. In a space opera setting with mystical knights and almost magical powers, they may be revered for their insight into the universe's great

mysteries, and they could easily serve as mentors for those hoping to learn more.

Attributes

Each attribute begins at d4. The Occultist has five points to spend on their Attributes, per normal character creation.

Skills

Occultists are generally thinkers, researchers and explorers, learning all they can about the occult, spirits, demons and other monstrosities for whatever their chosen reason. To that end, all Occultists are required to take the Knowledge (Occult) skill, as well as Investigation. Notice is also required, as many clues would be far too obscure to be found by the untrained eye. Many Occultists also take Streetwise, as some information cannot be gleaned from books and documents, but this is not mandatory. Obviously, anyone dealing with the Occult should have some manner of defending themselves available. Occultists receive 15 points to spend on these and other skills.

Edges & Hindrances

All Occultists gain the following:

- **Investigator (E):** All Occultists gain the Investigator Edge (from *Savage Worlds*) for free, regardless of requirements. This is because Occultists have a knack for finding hidden knowledge from all manner of places, even if it is not in their comfort zone (such as an Occultist who does not have Streetwise).
- **I Have This Right Here (E):** If The Occultists succeeds with a raise on any Trait roll to discover an opponent's secret weakness, they may immediately spend a Benny: to either reveal that they have an item that can exploit the weakness, learn the location of an item that can exploit the weakness, or other relevant information (such as the location of a large body of freshwater to lure the monster to if they have such a vulnerability). The player and GM should work together to determine why and how the Occultist is able to acquire the item or information in question, and while the GM determines the final cost (dealing with an ancient spirit, calling in an old favor, etc.), it should be something the Occultist can attain without too much difficulty, due to their intensive research and planning.

Why Do You Seek Forbidden Knowledge?

Staring into the dark abyss is a great and terrible risk. Each and every Occultist who does so, must have a reason for it. What is yours? See below.



TO TEACH

You realized that you were never going to be able to hold the front line in the war against the darkness. Your skills, while considerable, were better used to prepare another soldier for war, rather than entering the trenches yourself. To this end, you have taken another member of the group under your wing, swore to impart your knowledge on them, and prepare them for the things that lurk in the night. This protégé should be a fellow PC, often a Chosen One, though others can certainly benefit from the Occultist. Work with the rest of the group to determine who is being mentored by you.

- **Like A Child I Never Had (H):** Your bond with your protégé is so close and so tight that it clouds your judgment. You intended to treat them as a student, but the more you teach them and work with them, the more you treat them as the child you never had. Select another character in the group. Though you send them to the front lines every night, you fear for their safety. If they are in danger, you are prone to placing yourself in

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harm's way, or undertake extreme measures, to save them. Should they ever die, work with the GM to determine either a suitable replacement protégé, or a suitable replacement Hindrance.

- **Training Session (E):** Once per session, you can initiate a training session with the character named in Like A Child I Never Had. If you focus that training session on a specific enemy or creature type, then at the end of the training session your protégé can make a Smarts roll. If they succeed with a Raise, then they gain +2 on all Trait rolls against the focus of the training session until the end of the game session.

FOR REVENGE

Maybe you lost the love of your life. Maybe it was a child. Maybe it was a limb. Whatever it was, some creature, somewhere took something from you and you have spent the time since learning everything you can about the occult in order to find a way to make them pay.

- **Brains & Brawn (E):** You are not satisfied leaving your vengeance in the hands of another. Gain the Tracking skill at d6 for free, as well as a combat skill (Fighting, Shooting or Throwing, as appropriate for your character) at d6 for free.
- **Single-Minded Obsession (H):** Your vengeance consumes you, and it takes a major act of will in order to avoid dropping what you are doing and going after the source of your hatred when signs emerge that they are near. Choosing to ignore the presence of your hated foe and focus on other tasks requires a Spirit roll at -2. If you fail, you receive a -2 to all Trait rolls until the task is complete and you focus your efforts on your enemy, or until you have proof that your enemy is no longer near again. If you slay your enemy, work with the GM to replace this Hindrance with a suitable one or, if it makes sense in the campaign, declare a new target of your vengeance.

FOR POWER

When you saw the horrid possibilities that the world had to offer, you had a visceral reaction to the dark truth...but you could not turn away. Not for long. Soon, you were obsessed with unraveling the eldritch mysteries, not to destroy them, but to figure out how they could benefit you.

- **Student of the Black Arts (E):** You gain the Arcane Background (Magic) Edge for free. All trappings for your Powers must have a sinister or infernal feel to them, at least cosmetically, to show that your powers are coming from a sinister source.

- **Tainted Soul (H):** The foul arts have already placed a stain on your soul. For every day of your Spirit die that you are in a location, you pollute the surrounding area in increasingly obvious ways, creating or enhancing an effect. For instance, on day one the light sources in the area may dim unnaturally. On day two, the temperature may drop 5 degrees. On day three, the area may become infested with bugs. The GM will determine what, if any, mechanical effects these taints force on people in the area. Additionally, if your campaign is using the Corruption rules in this book, you gain a -2 penalty to your Charisma for any interaction with people who do not have at least one Corruption mark.

Derived Stats

Occultists calculate their derived stats as normal.

Starting Gear

Occultists begin with a laboratory/library and \$500 in gear.

Customize

Select any additional Hindrances as normal, spending those points on Edges and Attribute advances as normal.

PRIEST

Gods. Higher Powers. Abstract Entities. Eldritch beings from beyond the pale. No matter who, or what, they worship, Priests share a few common traits: They worship a being greater than them, they act as the word of that being to the masses, and they harness a power that is granted, directly or indirectly, by that being. Some Priests are evil. Some Priests are good. All worship an ideal embodied by a single name, and they seek to spread that ideal out into the world, strengthening the power base of their religion, whether they attempt to do it through persuasion, intimidation or violence.

In a fantasy setting, Gods—and their Priests—are at the apex of their power and influence. In a world with overt magic, minimal science, monsters and divine manifestations, those who serve as a mortal conduit to higher powers hold considerable sway. This gives many Priests considerable authority, and if they are not treated as trusted advisors to leadership, they may be leaders of their own Theocracies.

In a modern setting, the influence of Gods, religion and Priests are diminished as secular society grows in power. True Priests may be major religious leaders (such as a Pope), but many of them are

actually missionaries or Priests in smaller communities. Those who follow the path of a God seeking to cleanse the world, or dominate it, are pretty much the prototype for religious extremism, and draw attention away from those would take a less sensational path towards accomplishing their goals. Extremist Priests can often inspire devout soldiers to their cause, from normal extremists to Crusaders, while less sensational Priests tend to link up with like-minded heroes to further their aims.

In a science fiction setting, religion tends to take on completely different forms, and many times Priests are marginalized in the face of science, secularism and atheism. The exceptions tend to be singularly religious societies, whether peaceful and isolationist or crusading conquerors. While societies may have religious customs, and those who teach and safeguard those customs, those priest rarely manifest the power and influence discussed here.

Attributes

Spirit begins at d6. All other Attributes begin at d4. You have five points to spend on Attributes, up to d12, except for Spirit, which can be raised to d12+2.

Skills

Priests have the skill Knowledge (Religion), as well as the Arcane Skill Faith. Other skills, such as Persuasion, may be useful, but those are the only skills required for Priests. Priests have 15 points to spend on those two skills, as well as any others they choose.

Edges & Hindrances

All Priests gain the following Edges and Hindrances:

- **Arcane Background (Miracles) (E):** The Priests are blessed by the Divine, and act as their hands. They have the ability to channel Divine power, and gain the Arcane Background (Miracles) Edge.
- **Solemn Oath (H):** A Priest who serves as a conduit for their Higher Power is beholden to them. They must constantly advance their Higher Power's agenda and act on their wishes. Treat this as the Vow (Major) Hindrance from *Savage Worlds*. The GM and the player should work together to determine exactly what the Higher Power "asks" of their Priest.

What Does Your Higher Power Call You To Do

Every Priest has to have a calling. What does your Higher Power ask you to do?



HEAL THE WORLD

As an agent of a benevolent and loving Higher Power, you strive to help the less unfortunate, to defend the weak, to feed the hungry and protect the helpless. Compassion is your first, and most powerful, weapon.

- **Pacifist (H):** It is difficult to heal the world through violence, and so you use it only as a last resort. A Priest backed into a corner will still defend themselves, and so they have the Pacifist (Minor) Hindrance as noted in *Savage Worlds*.
- **Wellspring of Faith (E):** Due to the power of their faith, The Priest begins play with an additional +10 Power Points to fuel their Miracles.
- **Healing Hands (E):** A Priest devoting to healing the world begins play with Healing at a d6 for free. This may be increased normally at character creation, or through advancement.

BRING THE RAPTURE

This world has become a festering den of sin, and it can only be purged through righteous and furious

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devotion. What you do, you only do for the souls of the world. Purity must be demanded and achieved, or else this world shall be lost to the agents of Hell.

- **Holier Than Thou (H):** Those who believe in your Higher Power and their demands look at you as though you are divinely inspired, following your word as the gospel. However, your slavish devotion to zealous and rigid ideals is off-putting to those who do not subscribe to your fire and brimstone teachings, and so you have the equivalent of the Outsider Hindrance (from *Savage Worlds*) when dealing with anyone not of your church.
- **Righteous Fury (E):** Your belief in your fire and brimstone sermons fuels your miracles with extreme potency. You gain additional 5 Power Points to be used when activating your Miracles.
- **Strong Willed (E):** You have achieved quite the focus in your pursuit of the holy fire, and it has given you a virtually unshakable will. You gain the Strong Willed Edge, regardless of requirements, as the taunts and threats of non-believers simply roll off your back.



BRING THE WORLD TO ITS KNEES

Your dark Higher Power has made their wishes very clear: All that you observe must be subjugated to your Higher Power's desires. Every life, every soul is only for the benefit of your dark lord. This isn't misinformed intent, nor is it an attempt to save the world from itself...it is violence and death in your Lord's name. Make them fear your Higher Power.

- **Aura of Evil (H):** Those who give themselves over to a dark Higher Power find that the "blessing" of their evil overlord is carried with them. They unnerve those around them, receiving a -4 penalty to Charisma when dealing with all but their devout followers. Additionally, they are acutely vulnerable to agents of light, receiving a -4 penalty on all Trait rolls to resist any divinely granted ability by a foe that comes from a good deity, including Arcane Background (Miracles) and the abilities of a Holy Warrior.
- **Vile Will (E):** A Priest bent on seeing the world in chains and suffering before their Higher Power is not one to be trifled with. They may apply a negative Charisma modifier as a positive one, but only when making Intimidation rolls.
- **Seductive Power (E):** The promise of a seat at the feet of an ancient and evil Higher Power often proves tempting for even otherwise devout disciples. You have a hidden ally in a group that is opposed to your church, working as a double agent to assist you in tearing down the opposition and rending the world to pieces. Treat this as the Connections Edge, but your hidden ally must be part of a rival church, organization or government that is opposed to your church and their activities. They may not aid you out of respect for you, but for shared devotion to your dark Higher Power.

Derived Stats

Priests calculate derived stats as normal.

Starting Gear

Priests begin with a modest church, appropriate to their faith, and \$500 in gear.

Customize

Select any additional Hindrances as normal, spending those points on Edges and Attribute advances as normal.

SHADOW

Those who stick to the Shadows do so for their own varied reasons, all of which draw suspicion to them. A Shadow embraces stealth and subterfuge, slipping

from place to place whether they are a burglar, a bounty hunter or an assassin. Sliding between moments, pilfering valuables, stealing lives or capturing those who would do either, a Shadow is a valuable ally and a terrifying enemy who can strike when least expected.

In a fantasy setting, burglars and assassins are commonplace. A burglar may be little more than a thief, or they may heroic figures hired by warriors to aid them on dangerous, dungeon delving quests. Assassins, though killers, are often employed by figures of power and influence, ensuring that their crimes are rarely linked back to them. Thief catchers and bounty hunters hunt them both, as well as other criminals, such as Hoods, but wait until they have coin on the line first.

In a modern setting, burglars get a lot less “honest work” than in fantasy settings. That doesn’t mean there aren’t burglaries, of course, just that burglars tend to be rogue agents and not service providers. Assassins may be contract hitmen, or they may be state sponsored agents focusing on political targets. The upside to fighting state sponsored assassins is that they usually disavow their operations, so official repercussions are limited, at least. Bounty hunting is a legal, if restricted, practice in many places in modern society, and so those Shadows can maintain their practice without as many legal ramifications as assassins or burglars have.

In a science fiction setting, assassins and bounty hunters are very common characters, making those Shadow options still very viable. Bounty hunters, especially, can wind up both as heroic characters or adversaries, depending on the story. Burglars have a more difficult time maintaining relevance in science fiction settings due to advancements in modern technology, being replaced with “hackers” and “slicers” in cyberpunk settings up into space opera and hard sci-fi settings. If a true burglar is still active in sci-fi settings, it is likely on low-tech worlds in which their methods have not become outdated.

Attributes

Each Attribute begins at a d4, except Agility, which begins at a d6. The Shadow has five points to spend on increasing their Attributes, per normal character creation. Agility can be increased to d12+2 through normal advancement.

Skills

While the particulars of The Shadow’s vocation will ultimately decide what skills they need, not a one can do without Stealth. Notice is always required for would-be criminals, lest they don’t remain in their job for long. Others, such as Lockpicking, Fighting, Throwing or Shooting are useful, but not necessarily

require for all Shadows. The Shadow gains 15 points to spend on these and any other skills they choose.

Edges & Hindrances

All Shadows gain the following:

- **Skills of the Trade (E):** Each Shadow gains a single skill at a d6 for free. They can choose from Lockpicking, Tracking or Stealth. It should be the skill most useful for their vocation, whether a Burglar, a Bounty Hunter or an Assassin.
- **In It For The Money (H):** Being in it for the money doesn’t mean you’re evil, but it does mean you have a price: and an eye for the coin. Just how important money is, is up to you. You have the Greedy (Minor) Hindrance. If you choose, you can upgrade it to Major, and gain Lockpicking, Tracking or Stealth at a d6. Obviously, this must be a different skill than the one you took with Skills of the Trade.

Why Do You Stalk The Shadows?

TO BURGLE

Breaking and entering is your bag. You don’t fear locks, and you have an eye for the valuables, taking anything that’s not nailed down in as quick of time as possible...and without leaving a trail.

- **Master of Unlocking (E):** You know a thing or two about picking locks. It’s kind of your thing. Breaking and entering and all it entails puts food on your table. You gain the benefits of the Thief Edge, regardless of requirements.
- **Appraising Eye (E):** Your other knack is having an innate sense of the most valuable item in the room. You gain a +2 to identify forgeries with a Notice roll, or to instantly identify the most valuable item in a group.

TO CATCH A THIEF

Bounty hunter. Thief catcher. Fugitive recovery agent. Whatever name you go by, your goal is the same: Find, capture and turn over criminals who have escaped from justice. Preparation is key, and smart bounty hunters pick the circumstances of their fight. Anything else leads to a short career.

- **Know Your Enemy (E):** You have no interest in a head on fight unless you know full well what your foe is capable of. When tracking a fugitive with the Wanted Hindrance, you gain either +1 (if they have the Minor version) or +2 (for the Major version) on Investigation, Streetwise and Tracking rolls again them, due to your study of their known habits, associates and methodology.
- **No Good To Me Dead (E):** You are a bounty hunter, not an assassin. To that end, you need

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your quarry brought in alive, in most cases. In those instances, you can strike with brutal accuracy, but only when attempting to inflict non-lethal damage. When specifying the use of non-lethal damage, you may spend a Benny: to negate an opponent's Soak roll, but you may only use this ability once per session.

TO KILL

You are an assassin. Your reason for living is to kill for money. Some assassins follow a code, some care only about lining their pockets. None are squeamish. Why you do what you do is your own, but you are a killer and that's a fact.

- **Blade in the Dark (E):** When you catch a target unaware, you have a profound knack for striking a deadly blow. You gain the Assassin Edge, free of all requirements.
- **X Marks The Spot (E):** Even an armored foe is not safe from your precise blows. Whenever you get a raise on an attack roll, you strike the opponent in their most lightly armored area.

Derived Stats

The Shadow calculates derived stats as normal.



Starting Gear

The Shadow begins play with the primary tool of their profession (lockpick set, blackjack or a blade), as well as \$500 to spend on starting gear.

Customize

Select any additional Hindrances as normal, spending those points on Edges and Attribute advances as normal.

WITCH HUNTER

Inherently suspicious of those who would consort with supernatural powers, The Witch Hunter doggedly pursues those who would pervert the natural order of things. With a suspicious eye, a wicked sword, a sharp tongue, a mob mentality and a righteous fury, The Witch Hunter ferrets out spellcasters of all stripes, and uses their considerably varied bag of tricks to bring them low. Even a well-meaning Witch Hunter could easily find themselves battling other heroes who do not pass their purity test, while a dark and twisted Witch Hunter could make a suitable villain in any campaign featuring heroes who use supernatural abilities.

In a fantasy setting, the Witch Hunter's role will vary greatly depending upon the tone of the campaign. In a dark fantasy campaign, The Witch Hunter could easily be a hero or a villain, inadvertently aiding the forces of Hell by working against, and eliminating, their strongest opposition. Imagine the horror of a Witch Hunter who thinks he is saving the world, but who has only emboldened the enemy by removing their strongest opposition. It is not uncommon for Witch Hunters to serve either churches, royalty or both, with free agent Witch Hunters being the exception, rather than the rule.

In a modern setting, the paranoia of a Witch Hunter is more pronounced. With few believing in magic, witches and wizards anyway, a Witch Hunter finds themselves dealing with mortal authorities who treat them as vigilantes at best, and vicious murderers at worst. Unless, of course, the Witch Hunter has joined law enforcement or the military, and has a better cover for their activities. Wizards who are living on the fringes of society can be made to disappear fairly easily, but those who have integrated into society prove to be much more sensitive targets.

In a science fiction setting, the utility of Witch Hunters will be based entirely off of the presence (perceived or proven) of the supernatural in the setting. In a hard sci-fi setting with no supernatural elements, there is little reason for Witch Hunters to exist. In a setting with Space Wizards and the like, then they can fulfill a similar role here as in other settings, hunting practitioners of mystical ways, though

they are still uncommon and unpopular, as mystical practitioners in space opera settings are not usually regarded with the suspicion and paranoia found in other settings. Notable exceptions to this would be space opera settings with evil empires that employ Witch Hunters to hunt down and kill those mystics that would thwart their plans.

Attributes

Every attribute begins at d4. The Witch Hunter has five points to spend on the attributes, per normal character creation.

Skills

A Witch Hunter requires many skills to do their job and ferret out their foes. First of these are Tracking, Streetwise and Investigation. Notice is certainly recommended, as is some manner of combat skill (Fighting, Shooting or Throwing). Witch Hunters have 15 points to spend on purchasing these and any other skills they choose.

Edges & Hindrances

All Witch Hunters gain the following:

- **Shielded from Magic (E):** Witch Hunters stand firm against supernatural forces, especially mortals who would wield arcane energies against other living beings. This makes them particularly effective foes for witches, wizards and the like. Every Witch Hunter gains the Arcane Resistance Edge from *Savage Worlds* to help counter their enemies.
- **Righteous Blow (E):** Once per game session, a Witch Hunter may spend a Benny: to roll 1d6 and add it to their Trait roll. If used on an attack roll, the result is added to both the final attack roll and the final damage roll. However, this ability must be used directly against a witch, wizard, warlock or other magic-wielding foe.
- **I See Enemies Everywhere (H):** You have learned that witches and their ilk wear many faces, and some are not at all what you expect. This has made you wary of every shadow and untrusting of those you don't know well. You have the equivalent of a Minor Quirk, as you keep strangers at arm's reach and a suspicious eye cast on every corner, taking nothing at face value.
- **The Dark Ways Are Forbidden (H):** You are not allowed to select an Arcane Background, whether at character creation or with an advance. You see the use of magical effects of any sort to be an unnatural anathema, and you will not sully yourself and your soul by dabbling in such dark arts.

How Do You Prosecute Your Hunt?

Every Witch Hunter has a war to prosecute against the practitioners of the Dark Arts, but their methods sometimes vary.

BY THE LONE BLADE

You have decided to be judge, jury and executioner. Suspected witches are stalked by you and finished by your blade. Your methods are swift, precise and brutal.

- **Executioner (E):** To facilitate the stalking and assassinating of your arcane foes, you begin with a free d6 in both Fighting and Stealth. With a little practice, this can allow you to get The Drop on your enemies and eliminate them.

BY THE BURNING STAKE

You eschew such primitive approaches as slaying a witch by hand. No, witches should be brought before their would-be victims to stand trial and burn at the stake.

- **Prosecutor (E):** You gain a +2 to Persuasion rolls when arguing for the prosecution: and execution: of a witch. Laws and facts take a distant priority to fear and emotion, so your method of success is less about creating an airtight case and more about convincing the townsfolk that the witch is a clear and present danger.

BY MOB JUSTICE

Only a fool goes it alone. When you have identified the source of the chicanery, whether you believe it to be a witch or the agent of a witch, you rally the local able-bodied citizens to march on the enemy.

- **Rabble-Rouser (E):** When you believe you have found the lair of a witch, or at least one of her minions, you can gather an angry mob to hunt your target down and help you wipe them out. To rouse the mob, roll Persuasion. On a success, you are able to form a posse of five able-bodied extras to assist you. With a raise, your posse increases to ten. If you fail, you gain no assistance from the fearful townsfolk. If you roll a 1 on your Persuasion die, regardless of the Wild die, the townsfolk turn on you instead, whether because they believe you have selected the wrong target, or because they just aren't willing to let you lead them to their deaths.

Derived Stats

Witch Hunters calculate derived stats as normal.

FORCES OF LIGHT

Starting Gear

Witch Hunters begin play with a normal weapon of their choice, as well as \$500 worth of gear.

Customize

Select any additional Hindrances as normal, spending those points on Edges and Attribute advances as normal.

WIZARD

The Wizard, while conjuring a specific image, only has one truly consistent trait among multiple variations: The use of magic. Whereas The Occultist specializes in the theory of the supernatural, The Wizard lives the practice of it. Known by many names, a Wizard may also be called a Witch, a Warlock, a Mage or a Magic User. Each Wizard also specializes in a certain focus, with the most common being Illusion, War and Death. How a Wizard uses their powers is as important as what powers they use, as some War Wizards use strength to fortify the greater good, and some Necromancers seek to unravel the mysteries of life and death for good, not ill. All Wizards, regardless of intent and specialization, have a supernatural “Sixth Sense” that allows them to perceive beyond mortal perception, but which also leaves their psyches exposed to horrific truths.

Wizards are a common feature in most fantasy settings. Wizards are often treated with reverence, awe and suspicion all at once, especially as they tend to meddle in affairs beyond mortal understanding. Some Wizards even have a particularly nasty knack for manipulating poor souls into doing their bidding, even when it is well intentioned. They rarely have to hide their powers, though they scarcely reveal the true scope of their abilities...or their schemes. Whether they are organizing resistance against rising overlords in the East, guiding young kings in the development of their kingdom or unleashing hordes of monsters on an unsuspecting world, a Wizard will inevitably be a major personality in the world.

In a modern setting, Wizards may live among the public, or they may form secret societies hidden away from “normal” folks. A heroic Wizard may even advertise their services to a skeptical public, alongside more practical services such as those a Private Investigator may provide. Wizards operating publicly rarely have the support of official authorities, who tend to not prepare for—or believe in—magic, and flashier magic will draw unnecessary attention.

In a science fiction setting, a Wizard may closely resemble Arthur C. Clarke’s Third Law: *Any sufficiently advanced technology is indistinguishable from magic*. This means, simply, that a Wizard’s powers

may be explained away as pseudo-science, or they may represent an ancient skill lost to a planet hopping society. In a space opera setting, a Wizard’s abilities may manifest as the manipulation of a powerful force or energy field that surrounds all life, good and evil alike. Using a Wizard in a hard science fiction setting is likely to challenge or redefine certain aspects of the setting, and should only be allowed with careful consideration.

Attributes

Each attribute begins at d4. The Wizard has five points to spend on their Attributes, per normal character creation.

Skills

Given that every Wizard is a spellcaster, they will need the Spellcasting skill, per the Arcane Background (Magic). Every Wizard should have Knowledge (Arcana), and Investigation certainly helps. Other skills will depend on the Wizard’s focus, as some may choose to mix it up in melee, while others may prefer to attack from range, and some prefer to avoid direct conflict altogether. Wizards have 15 points to spend on these and any other skills they choose.

Edges & Hindrances

All Wizards gain the following:

- **I Spy With My Third Eye (E):** Every Wizard has a “sixth sense” that they can use to detect creatures, energies and auras beyond mortal perception. By concentrating, their senses shift from the five accepted senses and allow them to perceive magic, spirits and auras. Treat this as activating the *detect arcana* Power, but using Spirit instead of spellcasting, and without expending Power Points. The ability only lasts for the base duration, and the impressions you perceive remain with you after shifting back to your normal senses. If you see something truly horrific or traumatizing that would trigger a Fright test, you receive a –2 penalty to the roll (which is added to the subsequent Fright table roll) due to the completely unfiltered view of it.
- **Magic (E):** Every Wizard gains the Arcane Background (Magic) Edge, per the *Savage Worlds* rules. Wizards can still take *detect arcana*, and It functions exactly as written in the rulebook, with Wizards spending Power Points to use it, but avoiding the potentially scarring effect of their Sixth Sense.

What Circle of Magic Do You Study?

While many wizards are quite versatile, every student of magic has a base that their studies were built from. What was yours?

THE CIRCLE OF ILLUSION

Reality is subjective, at least when you call the arcane forces of the world to your beck and call. You are an artist, and people's perceptions are your canvas. Truth is what you make it become.

- **Art of Illusion (E):** Your illusions have a certain edge to them that makes them harder to disbelieve. Though you still have to acquire the powers normally, you receive a +2 on all rolls to use the *confusion* and *disguise* powers, which require illusion-based trappings.
- **Liar, Liar (H):** Living a life of deception leaves a certain, uneasy aura on you that people subconsciously detect. You have -4 Charisma when dealing with people, unless you are using the *disguise* power to interact with them.

THE CIRCLE OF WAR

The best defense is a good offense. A War Wizard channels the destructive force of magic to obliterate their foes. This does not mean they are inherently evil, though they are certainly prone to violence.

- **A Well of Power (E):** You have a deep well-spring of power, which can be used to fuel your most devastating magical effects. You gain +10 Power Points to be used with Arcane Background (Magic), ensuring that you always have a steady flow of energy to flood into your offensive magic.
- **Take No Prisoners (H):** You don't devote your magical studies to the cause of warfare just to subdue your foes...no, the intent is to break them and destroy them. Few are the survivors of your wrath, because survivors of your assaults are merely enemies you will have to deal with later. You have the Bloodthirsty Hindrance and can only acquire powers that deal direct damage.

THE CIRCLE OF DEATH

More commonly known as a Necromancer, you use your powers to breach the veil of death and see what is beyond. Your goal is to manipulate life and death to your own ends, making yourself the master over the last great mystery that haunts mankind.

- **Unearthly Allies (E):** You gain the *summon ally* power for free. All allies have either the Ethereal or Undead Monstrous ability, as they are either spirits of the fallen or magically reconstructed corpses. Note that the reconstructed corpses,

while having the Undead ability, do not last as long as the *zombie* power.

- **One Foot in the Grave (H):** All Necromancers, even well-meaning ones, are touched by the world of the dead. You have a Major Vulnerability to Holy Powers, which includes good-aligned Miracles and magic from the Circle of Life. You resist all good Miracles, Life magic and other Holy effects with a -4 penalty, and suffer double damage from those powers.

Derived Stats

Wizards calculate derived stats as normal.

Starting Gear

Wizards begin play with a suitable collection of minor arcane esoterica, as well as \$500 in starting gear.

Customize

Select any additional Hindrances as normal, spending those points on Edges and Attribute advances as normal.

