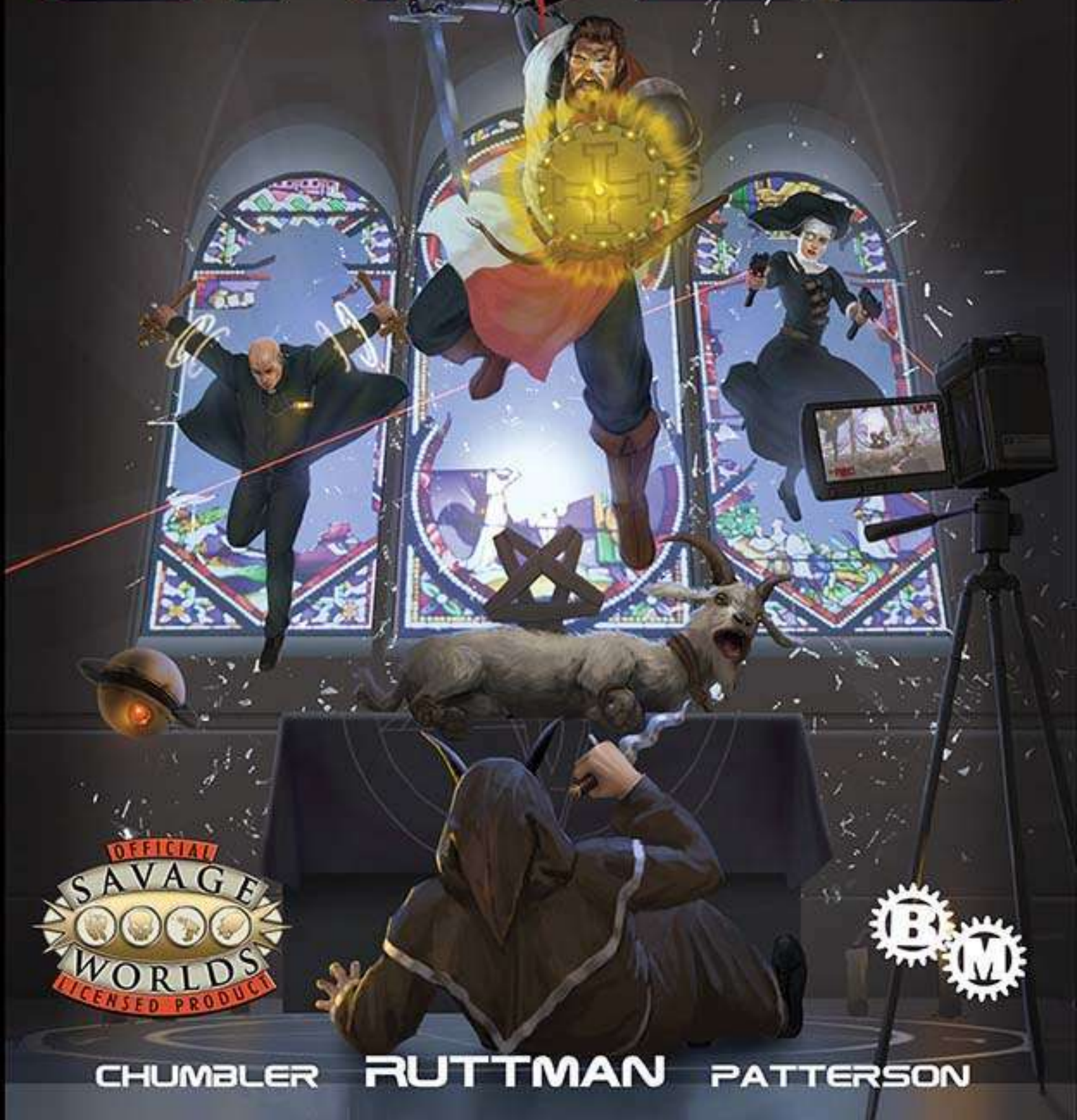


SECRET AGENTS OF **CROSS**



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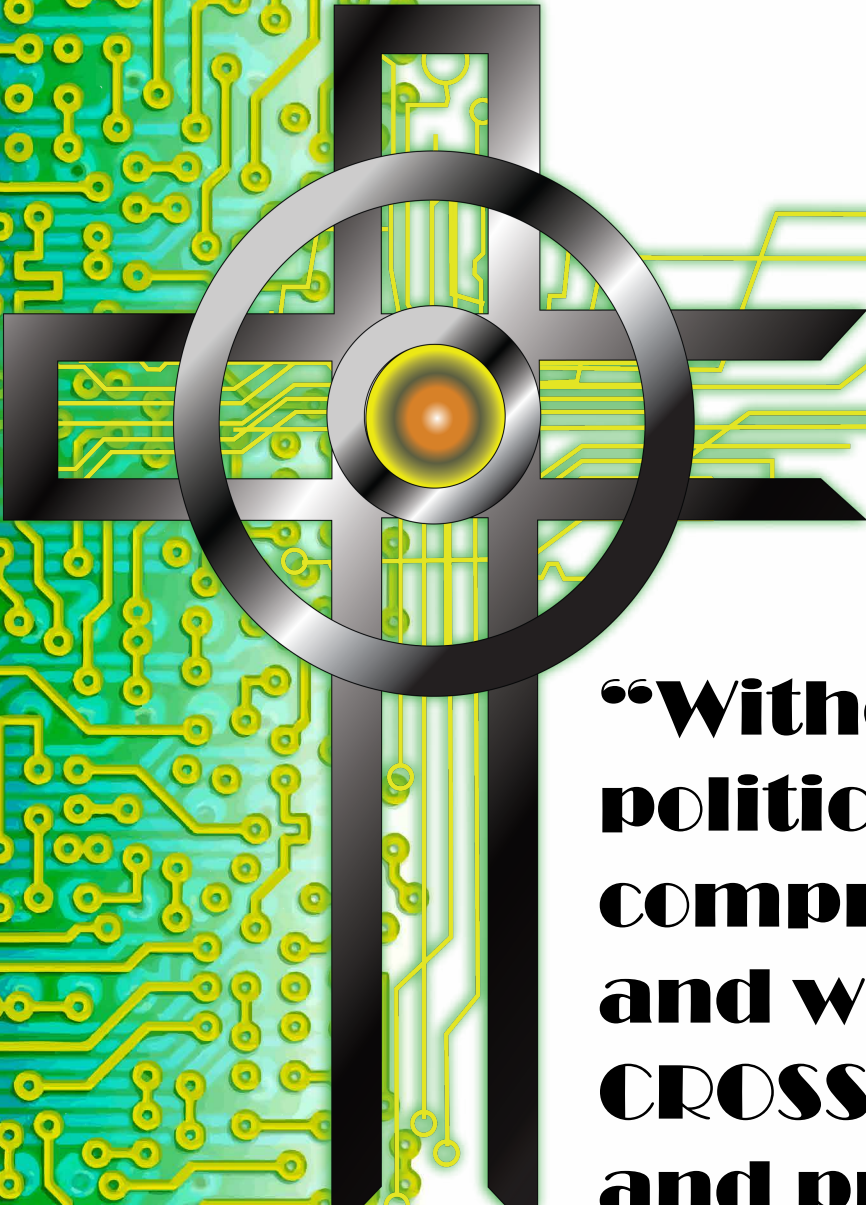
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**“Without
politics, without
compromise,
and without fear,
CROSS will stand
and protect all
faithful people
from evil.”**

-Anton Marolf, CROSS Archdeacon of Strategic
Operations

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INTRODUCTION

Welcome to *Secret Agents of CROSS*. This book is your guide to understanding the clandestine spy agency known as the Catholic Response Organization to Strategize and Strike, or CROSS. With this book and the *Savage Worlds* rulebook, you'll be able to dive into the covert world of an organization that secretly fights evil for the good of Christianity using cutting-edge technology coupled with Divine magic honed over two-thousand years of history.

For both gamemasters and players, this book includes:

- A brief history of Biblical events that affect the modern world of CROSS.
- A detailed history of the creation of CROSS and the entire command staff.
- Roles for players to choose from to promote CROSS's setting feel. Optional rules to expand, create, or change Roles.
- New Edges and Hindrances to help capture the setting feel of Catholic secret agents.
- Unique weapons created by the engineers of CROSS.
- A primer on how to be a secret agent of CROSS including the Holy Statutes of CROSS, Catholic and spy jargon, and a prayer generator for performing miracles.
- A *Secret Agents of CROSS* character sheet.

For gamemasters, this book also provides:

- Suggestions for how to handle the supernatural.
- Double-secret-GM's-eyes-only section of secrets not revealed in the other chapters.
- Powerful relics and artifacts to place into missions.
- Adversaries to interact with your agents.
- Complete missions for your agents to begin defending the flock and a detailed mission generator.

REAL LIFE VS. THIS BOOK

This book details an organization heavily steeped in the modern religious world. We feel it is necessary to explain that *Secret Agents of CROSS* is a work of fiction that is heavily inspired by the real world and its history. While much of the information found here is taken from historical sources, we have taken liberties with some events to make it better fit into our vision for a roleplaying game. Where we heavily changed history, we also swapped out names and personalities since we don't want to offend anyone. Also, we tended to favor more fanciful interpretations of the Biblical stories, leaning toward angels and resurrections rather than more mundane versions. We created this book for the pure enjoyment of the gaming experience and not to slight anyone's beliefs or understanding of facts. Enjoy!

Chapter One



History of CROSS

INTRODUCTION

To understand CROSS, you first need to understand the organization that it supports. CROSS derives its purpose and goals directly from the edicts of the Roman Catholic Church. A complete history of the Catholic Church is impossible to contain in these pages, but a few pertinent points in its vast timeline will help to explain why one radical Cardinal thought CROSS was needed.

WITH BUT A KISS

It was just a soft brush of his dry lips against his master's cheek. Most would assume it was for love or respect, but it was much more. That kiss would indelibly mark his master for death, but at the same time would allow his followers the gift of everlasting life. It was at that moment, as Judas Iscariot kissed Jesus Christ, that he set in motion the wheels of change that would see the rise of one of the oldest and most influential organizations on the planet, the Roman Catholic Church.

Judas's kiss identified Jesus to the armed mob that set out to arrest Christ. The Sanhedrin, the supreme council of ancient Israel, and its leader Caiaphas were furious about the spread of stories of great miracles performed by Jesus Christ, stories of him healing, walking on water, and raising the dead. To them, Jesus was making himself out to be God, and this was the ultimate form of heresy. Deciding Jesus needed to die, they concocted a plan. They paid Judas thirty pieces of silver to betray Jesus under cover of night so that they could whisk him away without fear of a riot.

The mob waited in a nearby garden as Jesus and the disciples dined together in what is now called the Last Supper. Oddly, Jesus seemed to sense his dark future and issued a speech steeped in prophecy and change. As part of His speech, he shared the wine from His cup with the disciples. Today, that cup, permeated with Jesus's power, is called the Holy Grail. After the meal, the group strolled in the garden, and armed men marched in. Judas's kiss alerted them to which man was Jesus Christ and the men placed Jesus under arrest. Peter, one of the most senior of the disciples, realized what was happening and brandished a sword against one of the armed men named Malchus, a servant of Caiaphas, and cut off his ear. Jesus stopped Peter, healed the servant and went quietly with the mob.

ARTIFACTS & RELICS

(See Chapter 6 for more information)

Ear of Malchus	Holy Grail
Judas Coins	Sword of Peter

CRUCIFIXION

Members of the Sanhedrin brought Jesus before Pontius Pilate, the Roman authority for the region. They presented many charges against Jesus, but Pilate dismissed all but one. The council said that Jesus declared himself to be the King of the Jews. When Pilate questioned Jesus about the claim, Christ said it was true.

For Pilate, this affirmation was a charged political crisis waiting to happen, an act of defiance against the Roman authorities. At the urging of those in Pilate's courtroom, he gave the order to have Jesus crucified.

Jesus was then stripped, flogged, had a crown of thorns pushed down on his head, and led to the cross. Pilate, despite ordering Jesus's crucifixion, was reluctant to carry it out and risk Jesus's fanatical believers endangering his political position. He decided to empower the people and gave them the opportunity to release Jesus or another man, Barabbas, from crucifixion. The crowd called for Barabbas and not Jesus to be released. Pilate gave Barabbas his freedom and had Jesus nailed to the cross.

As Christ began to die on the cross, the sky grew dark, as if to cast its disagreement with Christ's murder. A few hours later the sky cleared, and the people called for the Romans to see if Jesus was dead. Longinus, a blind centurion, was given the duty and he plunged a long spear into Christ's side. Blood and water spilled down the length of the spear, and onto his hands. Christ did not move and the Romans declared him dead. However, Longinus was no longer blind. With his sight returned, Longinus proclaimed that Christ must indeed be the son of God and on the spot gave up his military life and devoted himself to Christ.

Christ was eventually removed from the cross and returned to the disciples for burial. Just a short time later, Judas was found hanged. The disciples openly grieved for their companions and tried to interpret how to go on based on Christ's cryptic words at the Last Supper.

ARTIFACTS & RELICS

(See Chapter 6 for more information)

Blood of Christ	Crown of Thorns
Nails of the Cross	Pieces of the True Cross
Shroud of Turin	Spear of Longinus

RESURRECTION

Christ was enshrouded in fine linens by one of his disciples and laid to rest in a freshly hewn tomb. A massive stone secured the entrance of the crypt. Pilate also posted guards outside the burial chamber to avoid a grave robbery. Female grievers visited his tomb each day, but on the third day they witnessed a violent earthquake, and a being of pure white lightning descended from Heaven. It was an angel. The guards dropped dead in their tracks as they attempted to stop the angel. Ignoring them, this heavenly servant of God rolled back the great stone covering the tomb and rested upon it. He looked at the women and told them not to be afraid. He declared that Christ has risen and they should look into the empty tomb themselves. He then asked them to inform the disciples what had happened.

The disciples were instructed to go to Galilee where they would meet Jesus. Appearing before them, Christ told them that He

had been given all authority in Heaven and Earth. With that authority, he instructed the apostles to go and make disciples of all nations. It was with this decree that he ascended into Heaven, leaving behind his disciples to carry on his teachings and continue the spread of Christianity.

THE EARLY CHURCH

With Christ's passing into Heaven, the Age of the Apostles began and would not end until the last of the twelve apostles died. Jesus made Peter the leader of the disciples, and they continued Christ's work, bringing more and more people into Jesus's faith.

Peter was a critical part of the early Christian world. After seeing Christ risen, Peter and the other disciples were so full of the Holy Spirit that any concern for their own safety disappeared and the Sanhedrin felt that these men, uneducated in Biblical and theological teachings, could only act with this courage if they saw Christ's miracles personally and were able to perform their own in Christ's name. The Sanhedrin threatened them to never speak of Christ again, but ultimately let them go.

Peter spent much of the rest of his life on missionary journeys as he spread Christ's words and helped build new churches. Non-Jewish people steadily began to adopt this new religion, and Paul became the most prominent leader of this sect of Christians. James the Just, another Apostle and half-brother of Jesus, moved into a leadership role for the Jewish Christians. Peter was a key proponent of the inclusion of non-Jews into the Christian Church and used his influence with both sects to unify the Church and officially allow non-Jewish into the religion at the Council of Jerusalem.

EMPEROR NERO

The first documented case of Roman persecution outside of the Bible occurred during the reign of Emperor Nero. A massive fire erupted in the shopping center of Rome and destroyed or damaged over twenty districts during the fourteen-day blaze. Rome's citizens were full of grief over the loss of their loved ones and frustrated by the extensive destruction. Nero felt he needed a way to unify the distraught people and since Rome still hadn't embraced Christianity at this point, Nero blamed the fire on the Christians and began a sweeping persecution of anyone practicing Christianity. Christians were burned, stoned, and beaten to death. Nero also brought them to a place on Vatican Hill located on the left bank of the Tiber River called the Circus of Nero. Here Christians were taken to an arena and crucified or torn apart by dogs and lions while Romans cheered on the horror.

Nero arrested Peter, brought him to the Circus, and condemned him to crucifixion. Unlike his run-ins with the Sanhedrin, Peter would not escape this fate. Nero knew he had an influential leader of the early Church and Peter's death would go a long way toward the revenge against the Christians that he pledged to give the Roman people. Peter requested to be crucified upside down because he was not worthy to die as Christ did. Nero complied and Peter died on the cross. Peter was buried in a nearby tomb,

and this spot would forever mark the location of the Circus of Nero and the place of Nero's crimes against Christianity. Eventually, the seat of power for the Catholic Church, the Vatican, would be built over his tomb.

Shortly after, Paul was brought before Nero and condemned to death. Being a Roman citizen, he avoided painful death on the cross and was quickly beheaded. This persecution ended the lives of the most influential figures of the early Church. However, as history has shown us many times, the killings of such important people often created more interest in the agendas of those that died. Christianity was here to stay and Rome would never be the same.

THE BISHOPS OF ROME

Rome was becoming the focal point of the Church, and so the bishops that presided over the Church in Rome became very prominent in the progress of the Christian ministry. Initially, these bishops wouldn't have control of the Church as a whole, but in time a single bishop would preside over the Roman Church as well as the rest of the Church. He would be called the Holy See, The Vicar of Christ, or more commonly, the Pope.

An early Pope by the name of Clement I was ordained by Peter before he died. As Jesus and the Apostles before him, he strove to spread Christianity to as many people as he could, thus bringing himself into conflict with many important figures. This brought him to the attention of Trajan, then-current Emperor of the Roman Empire. Trajan was considered a great leader and strove to make life better for all Romans. He was also a successful war general, bringing more regions into the Empire. However, as with many emperors, Trajan knew that in order to expand and strengthen the empire further, he must first make sure that no unrest or inner turmoil was awaiting him at home. With Rome still being mostly pagan he decided to take precaution against the Christians, and so he banished Clement to a work prison in Crimea.

Clement arrived to find the inmates were dying from a shortage of drinking water. Clement saw a lamb standing on a nearby hilltop. With his ax, he climbed the mountain and struck a blow where the lamb stood. Welling up from the gash in the earth appeared a stream. This miracle caused many of the prisoners to convert to Christianity as well as numerous pagans in the surrounding lands that heard the story. Trajan, angry at the failure of his previous act against Clement, ordered the Pope's death. Trajan had Clement cast into the Black Sea with a massive anchor tied around his neck. However, Clement's demise left a legacy. Even to this day, there are still recent rumors of a beautiful white shrine that appears once a year as the tides of the Black Sea retreat. There have been no professional excavations on the spot, but rumors persist that Clement's bones reside under the altar of this great church.

Pope after Pope came to power and continued to protect and grow the Church. Each Pope added to the doctrine of the Church as a religion and as a business. As their influence grew so did their fatality rate. Most of these popes gave their lives to strengthen the Church.

THE GREAT PERSECUTION

As each Emperor came into power, the intensity of Christian persecution changed. Some were ambivalent, some continued the practices of Nero, and some openly accepted their worship. However, when Diocletian became Emperor, he decided to go a step further from his predecessors, and wipe out Christianity completely. He had no intention of killing all Christians; instead, he tried to erase the religion itself. He razed churches, burned scriptures, emptied Christian treasures, and prohibited them from assembling for worship. In the beginning, his initiative was bloodless, but events escalated when fires broke out in the imperial palace. The Christians who were accused of the blaze were boiled to death or decapitated. The Christian clergy was arrested and imprisoned during this time to stop further organization of acts against Rome. However, over its twenty-year span, the persecution became unpopular with the majority of the Roman population, and the decrees made by the Emperor to purge Christianity from Rome were ultimately unsuccessful.

EMPEROR CONSTANTINE I

As Rome grew, it broke up into an East and West empire each ruled by an emperor with governors controlling regions under their prospective territories. There came a time, however, when the Western Empire suffered from a succession crisis, when both Constantine and Maxentius were independently recognized as successors to the throne. Ultimately, this led to open hostilities between these two successors. It was during battle preparation for war that another pivotal moment in the Roman Catholic Church occurred. The night before the battle, Constantine saw a vision of a blazing cross in the sky along with the words, "In this sign, conquer."



Chi-Roh Symbol

The sign was a Chi-Rho symbol which was similar to a Christian cross with Jesus Christ's initials worked into the design. Constantine had his army display this symbol as they marched to war. The two armies met at the Battle of the Milvian Bridge. Maxentius's army made critical mistakes that day, and Constantine's army struck a decisive blow against their enemy. Constantine's army pushed Maxentius and his private guard into one final stand and killed them. Constantine attributed his victory to his vision and the Chi-Rho symbol. Marching into Rome, he

omitted the traditional pagan sacrifice that would end his parade and entered the Imperial Palace.

Next, Constantine met with Eastern Emperor Licinius, and they issued the Edict of Milan which reversed the edicts of Diocletian making Rome neutral towards those practicing Christianity, freed Christian prisoners, returned confiscated scriptures, and returned all the property taken during Diocletian's reign. Licinius eventually reneged on the Edict and the persecutions began anew. Constantine went to war against the East, defeated Licinius's army, and became the sole ruler of the Roman Empire.

The enforcement of the Edict of Milan freed Christians to practice their religion openly without fear, but it also made their practice an officially recognized religion. Constantine was responsible for a massive growth in Christianity and the decline of pagan worship within the Empire.

Constantine's efforts to enrich the lives of Christians continued. He was not content with the tiny shrine that marked Peter's tomb and built a massive basilica over Peter's crypt on the site that was once the Circus of Nero, thus increasing this location's importance even more for the growing Church.

STANDARDIZATION BRINGS DISSATISFACTION

Constantine's gift of religious tolerance allowed Christians to come out of hiding and focus on Christianity as a legitimate organization. Over the next several decades, the Church established many of the practices that persist until today. The altar became the central point of the Christian Church. The cross marked the Church as Christian. Worship was moved to Sundays. The books of the Old and New Testament were canonized and translated into Latin.

However, different groups within the Church started interpreting the books in different ways. Christianity, now an official and respected religion, started to have issues with new upstart sects in much the same way as Judaism and paganism fought against Christianity decades before.

The first of these new religions was Arianism, created by the Catholic priest Arius. He taught that Jesus did not exist before Mary gave birth to him and only became one with God when he ascended into Heaven. Roman Catholics believe that Christ is, and always was, part of God. Some would call this difference reasonably small, but it sparked Arians to break away from the Roman Catholic Church and preach their version of Christianity.

AFTER THE FALL

After the fall of the Western Roman Empire, the Franks conquered lands throughout Western Europe, the Franks led by Clovis I who became king of the Franks and converted from paganism to Arianism. In reaction to this, the Catholic Church began to build monasteries throughout Europe. Each would act as a hub where locals could experience the fruit of civilization.

Alongside the teaching of Christianity, they would teach craft, artistic skill, agriculture, and philosophy. They would provide schools for children, libraries, and food. With time, this movement was successful in converting pagans and Arians alike. The movement thrived for several decades, before beginning to stall.

Then Pope Gregory I came into power and played an active role in rejuvenating these missionary efforts and extending them to places beyond their established regions. These efforts brought Christianity to Northern Europe and the Germanic and Slavic people that had migrated there. The Vikings and other Scandinavian areas also were extended the benefits of civilization that came with converting to the Christian faith. Pope Gregory pushed his missionaries into England and successfully brought Christianity to the English. The adoption was so successful that he used England as a jumping off point to begin the conversion of the regions of modern-day Netherlands and Germany.

EAST VERSUS WEST AND CHARLEMAGNE

In the early part of the eighth century, doctrine differences surrounding the production and display of idols became a source of contention between the Western Church in the regions surrounding Rome and The Eastern Church allied with the Eastern Roman Empire (called the Byzantine Empire from here on) and ruled from Constantinople. Pope Gregory did not find a solution to this in his lifetime, but Pope Hadrian and the sympathetic Byzantine Empress Irene organized a large council of bishops to hear the issues. The council ruled to allow icons and idols to help identify and strengthen the faith in Christ. While the problem resolved peacefully, this caused a rift that would continue to plague the Church.

After Pope Adrian died, Pope Leo III was elected. Leo did not come from a noble bloodline, and this caused much dislike amongst the nobles in Rome. Continuing Pope Hadrian's initiative to foster a positive relationship with the Franks and their King Charlemagne, Leo sent the keys of Saint Peter's tomb to Charlemagne and asked him to come to Rome.

The Roman nobility continued to dog Leo by accusing him of crimes of adultery and perjury. Finally, before giving a sermon, Leo was attacked by a group of thugs. They tried to gouge out his eyes and cut out his tongue to make him unfit to serve as Pope. Leo was injured, but friends and soldiers loyal to him stopped the attack and whisked him away to safety and Charlemagne put him under his protection sending Leo back to Rome with a personal escort. Shortly after that, Charlemagne came to Rome himself and conducted a formal trial of Leo's alleged crimes. Charlemagne ruled that the Pope couldn't have committed these crimes because he is infallible. Charlemagne cleared Leo of all charges and banished his accusers from Rome.

On Christmas Day, Leo crowned Charlemagne as the Holy Roman Emperor. Charlemagne would now be the defender of many regions around Rome as well as all the lands belonging to the

Franks. This move greatly angered the Byzantine Empire because they believed that they were the rightful successors of the Roman Empire, but Empress Irene's army was too weak to match up against Charlemagne. The partnership between Charlemagne and the Church offered great protection and allowed Christianity to spread further throughout the empire. More ambitious emperors succeeded Irene and war broke out. In a reasonably short time, the two empires agreed on a resolution that brought the fighting to a stop. The following year Charlemagne died leaving his empire to his son, Louis the Pious. Charlemagne's empire lasted another generation or so but slowly weakened. So too did the power of the Church and the Byzantine Empire began to make new inroads into controlling the Church again.

THE CRUSADES

Over the next two centuries, Christians and Muslims would clash over control of Jerusalem as well as numerous other religiously significant sites. The term "Crusades" became the name of these holy wars. Many of these Crusades influenced the modern Church.

THE FIRST CRUSADE

After the Turks took control of Jerusalem, they barred Christians from entering the holy city. Even though Byzantine Emperor Alexius I and the Church were not friendly, the Pope called upon the people to join a Crusade against the Turks. If they joined, he offered to absolve their sins, allowing them to be pure as they entered Heaven. The early Crusades caused such religious fervor that as the men marched to their battlefields throughout Europe, they murdered everyone that they didn't readily identify as Catholic. The Franks were especially vicious as they would kill Jews, pagans, and even Christians loyal to the Eastern Churches.

The Crusaders attacked Antioch, losing many men in a bloody standoff that lasted months. Eventually, the Muslims began to tire due to dwindling supplies, and the Crusaders took the city and killed most of the inhabitants.

It was then that Father Peter Bartholomew, a priest that traveled with the Crusaders, had a vision that led him to the Spear of Longinus, now called the Holy Lance. The Crusaders were elated as the Lance is said to ensure victory for the holder. The power of possessing the Spear was put to the test right away as a relief army came in an attempt to roust the Christians from their prize. The Crusaders defeated the Muslims and claimed the victory was due to the Lance and its power. They were now poised to begin their siege on Jerusalem but were concerned that their depleted forces and supplies would not be enough to take the city. The Crusaders also quarreled about whether the Lance should be taken to Jerusalem or stay in Antioch to protect them from Muslim raids. After several months of infighting, many Crusaders vowed to leave Antioch and return home if the march to Jerusalem did not commence. To avoid losing their army, the Crusader leadership finally agreed to go to Jerusalem. The Lance was left behind to protect Antioch. The thinking was that they could use Antioch as a staging ground for multiple sieges if this first attack failed.

ARTIFACTS & RELICS

(See Chapter 6 for more information)

Spear of Longinus

Saladin's Rings (Seal of Solomon)

The Crusaders continued their bloody march to Jerusalem to find a very well-defended city. The soldiers were tired and hungry, and the march took away their fire. It was then that Peter Desiderius told the men that he had seen a vision. In it, the Crusaders would fast and then attack the city barefooted, bringing down the walls for victory. The Crusaders did as Desiderius instructed and they began their attack. They rolled in massive siege towers constructed from the ships they used during their voyage. To catch the defenders off guard, they brought dragons captured in Libya trained to knock archers from their perches on the high city walls and to burn the houses within. In seven days the Crusaders broke into the city and over the next day killed every man, woman, and child in the city. The Crusaders were said to stand knee deep in the blood of their enemy as they claimed victory for the Roman Catholic Church.

Still, the Crusaders had attained their goal and now looked to have pilgrims come to see the Holy Land and Jerusalem. The journey was perilous, and so the Knights Templar was created. This order's primary goal was to protect pilgrims as they journeyed through the Holy Land. As more Crusades were called for by the Pope, the Templars became an elite force that often led the Crusaders into battle.

THE SECOND CRUSADE

The short period of peaceful co-existence after the First Crusade was broken by the Muslims when they conquered the town of Edessa. French and German armies marched on Muslim cities but failed to attain any significant victories. However, a group of Northern European Crusaders retook the town of Lisbon from the Muslims.

These Crusaders slaughtered Jews and Muslim civilians during this Crusade, but the Catholic Church condemned these atrocities.

THE THIRD CRUSADE

Saladin, the Sultan of Egypt, led a Muslim army against the Crusaders with the intention of retaking the Holy Land and Jerusalem. Guy of Lusignan, King of Jerusalem was governor of the region. Saladin, fresh off of a series of victories, was bent on retaking Jerusalem and began this offensive by attacking the city of Tiberias. Instead of waiting for Saladin to come to him, King Guy marched his army outside of Jerusalem towards Tiberias. Within nine miles of the city, the forces of Saladin began to harass Guy's army with mounted attacks. Guy's senior leaders warned that none of them had ever successfully battled through enemy forces over a nine-mile stretch, but Guy was impatient and marched their army forward.

Saladin was stunned that Guy would attempt the gauntlet and considered that maybe he was possessed by the devil. It wasn't the devil, but there was a supernatural element in the mix. Saladin wore a pair of signet rings with his crest embossed on the face of the ring. In their centers, one had a white pearl, and one had a black pearl. As a gift for Saladin, priests imprisoned a Jinn into each pearl. The white pearl was home to Jaahir, The White Jinn. The black one was the home of Adham, The Black Jinn. It was Adham that was known to cause considerable mischief in his attempts to gain the Sultan's favor. Whispers in Saladin's court suggested that it was Adham that influenced Guy into his risky attack. Regardless, King Guy pushed his army towards Tiberias causing numerous clashes against the Muslim hoard. The fighting was fierce with nearly equal forces in each army. Archers cut down Guy's cavalry, and they were forced to fight on foot. The Muslims prevented any chance of retreat as the Christians marched towards Tiberias.

Eventually, the King's army made camp for the night surrounded by the Muslims. Archers shot many arrow barrages into the encampment as dawn broke. Adham was called to the Sultan to send waves of smoke into the enemy's camps, burning their eyes and choking their lungs. The soldiers broke camp and made another push towards Tiberias via a spring where they could get fresh water. The Muslims were too strong though, and the men retreated to a place called Hattin. Here between two mountains, the final battle between King Guy's army and Saladin's forces began. With retreat impossible and their cavalry defeated Guy knew that he had to make a final push. Guy released the dragons that he was saving for the siege on Tiberias and they began to lay waste to the Muslim cavalry. However, Saladin had a counter for them, and from the twin mountains, two armies of Philistine giants joined the battle. Men, born with the angelic blood of the Rephaim, snagged the dragons as they came in to snatch up a horse or throw boulders (or even enemy soldiers), bringing the dragon's down from the air.

Inevitably, Saladin's army closed in and captured Guy's remaining men. Then Saladin marched his army to Jerusalem, and their meager defenses were but a small distraction. The Muslims recaptured Jerusalem. Unlike previous captures of Jerusalem by the Crusaders, Saladin spared the lives of the civilians in the city.

This decision, alongside many others, was why both sides of the holy war respected Saladin. He always kept his word and followed a code of honor similar to that of European knights.

The new Pope, Gregory VIII, proclaimed that the conquest of Jerusalem was punishment for the sins of Christians throughout Europe and called for a new Crusade to the Holy Land. England answered the call and Richard I of England, also known as Richard the Lionhearted, became the leader of the Crusaders upon his arrival. Richard's first act was to conquer Cyprus to use it as a base for further Crusades. As Saladin did, he promised to leave the civilians alive once the battle was over. However, after defeating the meager defenses of Cyprus, he proceeded to betray his own words and kill everyone in the city. Richard took more

towns as he marched towards Jerusalem, but each battle took its toll on the army's numbers as well as its overall morale. When the Crusaders neared Jerusalem, Saladin sent one of his messengers, Zaaafir, the White Jinn, to meet with Richard. Saladin asked if there was any room for peace. Richard looked at the fortified city and the forces lining its walls and agreed to negotiate. Saladin and Richard agreed to a treaty where Saladin would allow Christian pilgrims into Jerusalem to worship for a three year period.

THE FOURTH CRUSADE

Pope Innocent III called for the fourth Crusade intent on invading the Holy Land through Egypt. The invasion was planned and was to originate from Venice. The Venetians had been contracted to provide ships and sailors for the siege. However, only a fraction of the Crusaders that promised to join the Crusade arrived. Boniface I, Marquess of Montferrat, was the leader of the Crusaders and regretfully told the Venetians they did not have the funds to pay their debt. However, the Venetians offered that in exchange for the ships and sailors, the Crusaders could help them conquer Zara. This port city once was an abundant source of income for the Venetians merchants, but the government expelled them years earlier. Many of the Crusaders found this bargain abhorrent and refused to participate. The Pope heard of this diversion and was outraged and sent a letter to the Crusaders denouncing the attack on this Christian city, but the majority of Crusaders never saw this letter. Eventually, most of the Crusaders joined the Venetians, and they attacked Zara. The paltry defenses of the city fell, and the Crusaders took the city.

Boniface I, Marquess of Montferrat, did not join the attack on Zara but voyaged to Swabia to visit his cousin Philip. Here he met with Alexius Angelus, a Byzantine prince. He was the son of Isaac I Angelus, the recently deposed Emperor of the Byzantine Empire. Here, Alexius offered silver, men, and knights to Boniface in exchange for the Crusaders' help in deposing the current Emperor, Alexius III from his seat of power in Constantinople.

Boniface returned to the Crusader fleet with the prince and convinced the Crusader army to join this new cause. Most Crusaders joined, but like before some abandoned the army and returned home. However, with the additional forces provided by the prince, their number was quite formidable. The ships arrived at Constantinople and as they sailed by the massive walls of the city, taunts and insults were hurled down by the inhabitants, inflaming the anger of the Crusaders.

The size of their army did not seem to shake the Emperor, and so there would be no peaceful transition of the city back to Isaac I Angelus. The Crusaders sent waves of attacks against the city, each wave getting more bloodthirsty as they now saw this Christian city as their bitter enemy. Finally, as they attacked with multiple armies, they took the city. The Crusaders swarmed into the streets destroying churches, raping the women, and killing the young and elderly.

This bloody massacre would be the final breaking point between the Roman Catholic Church and the Eastern Orthodox Church.

There would be no reconciliation between these two factions. Their differences in doctrine and this bloodthirsty invasion would, forever, keep these two factions of Christianity separate. The Crusaders would set up the Latin Empire, a series of states that would come under the new Emperor, Baldwin of Flanders. None of the Crusaders ever made it to the Holy Land to begin Pope Innocent III's Crusade.

ALBIGENSIAN CRUSADE

Not all of the Crusades were about control of the Holy Lands. The Albigensian Crusade was about heresy and the danger it posed to the Catholic people. In an area near France called the Languedoc, a sizable group left the Catholic Church behind for a new system of beliefs. Today, historians call them the Cathars. The community gained a foothold as many in Europe grew tired of the Crusades. Count Raymond VI, the ruler in the Languedoc region, claimed to be a good Catholic, but was very friendly with the Cathars and even had a few within his court.

The Cathars believed in two Gods – one good, one bad. Their good God made all immaterial things like light, souls, and Heaven. The bad God created the physical world and trapped souls within it by offering all manner of material wealth and power. In fact, they believed that the bad God was the same God that the Catholics worshiped because of his sadistic and violent acts in the Old Testament as well as the opulent churches and finely dressed elite clergy.

The Cathars' goal was to help purify their souls enough that once their physical body died their spirit could reach the good God in Heaven. Unfortunately, the more that the bad God's power corrupted the soul, the more likely it would be that the soul would end up in a new human or animal body rather than ascend to Heaven. To avoid this, the Cathars created a system to help members regain their purity and help them ascend to Heaven.

Once in the Cathar Church, men and women were treated with equality. Marriage was allowed but not encouraged because it could lead to more souls trapped in the flesh. The Cathars advocated contraception and tolerated homosexuality because it would not produce children. As new members joined the budding faith, they gave much of their property and money to the Cathar Church and also toiled to provide their faith more money. The Cathars used the money to protect their movement and ensure their elder members enjoyed quiet and serene lodgings. These elderly members were called The Elite, and by initiation, they give up all material things. They also needed to leave behind their wife or husband and had to abstain from all sexual activity. In general, they needed to concentrate entirely on their ascension. Elite members were allowed to die naturally or commit suicide when they felt they were ready to attempt their ascent.

The Roman Catholic Church saw nearly every aspect of the Cathar life as heresy. The acceptance of contraception, homosexuality, spousal abandonment, and reincarnation was particularly offensive to the Catholics. To combat this, the first Inquisition was created they sent missionaries into the region with the hope of converting these people back to Catholicism.

This peaceful attempt had little effect and so Pope Innocent III, sent an army of Crusaders into the region. Further negotiations took place, but because a tenant of the Cathars' religion was reincarnation, they felt that they would be reborn over and over again to fulfill their Cathar goals. The Crusaders attacked and defeated them and then the Inquisition stepped in with varied punishments. Ultimately, if they didn't repent then they were burned at the stake. After a short period of occupation by the Inquisition, the entire religion was no more.

THE CHILDREN'S CRUSADE

In the small French town of Cloyes, a shepherd boy stood on a rock preaching not to the men and women moving through the busy street, but to the children. He told them his name was Stephen of Cloyes and that Jesus had talked to him in the night and asked him to lead a Crusade to Jerusalem to convert Muslims to Christians along the way. He was ignored for weeks until he began to duplicate the miracles of Christ. Runaways and orphans came to him day after day for food and his blessings. Stephen then began his Crusade. He marched from Germany to the Mediterranean Sea. Thousands of children came to follow Stephen including children running away from their parents to join the Crusade. They reached the Mediterranean Sea, and twelve great merchant vessels were there offering passage to the children. Stephen led the children onto ships, and they set sail. He preached long into the night and called to the heavens for clear skies and good wind. He visited each vessel, staying a night at each one so that he could meet the children that had answered his call.

Then a storm came upon them. The children pleaded with Stephen to pray to God for their safety. He stood on the deck of the ship and called out to God. In less than a heartbeat, he was washed into the sea and disappeared. Seconds later a massive wave picked the fleet up and smashed the ships against the ragged rocks of San Pietro Island near Sardinia, ending the Children's Crusade. However, throughout the ages stories have been told of a ghostly preacher boy leading children on various crusades relevant to the times.

THE FIFTH CRUSADE

The Fifth Crusade was another attempt to invade the Holy Land and take back the city of Jerusalem. The Pope sent Pelagius of Albano to lead the Crusaders on another front again, and they marched on Damietta, Egypt. He also officially sanctioned the use of mystics and healers in the Crusades and these priests joined the siege on Damietta. The city's defenses fell before them, and they continued to march on to Cairo. The ruler of Egypt, Sultan Al-Kamil tried to negotiate peace with the Crusaders, offering them Jerusalem for Damietta, but Pelagius refused the offer, feeling that his forces would win without the need to provide any concessions to the Egyptians. However, he was wrong about that. The Crusaders ran into supply problems, and the flooding of the Nile hampered advancement and their attempts to retreat and regroup. The mystics offered amazing power to the Crusaders, and the healers saved many Crusaders lives, but there were not enough of them to fully bolster the Crusaders against the Sultan's men. During a nighttime raid, the Egyptians wiped out many of the Crusaders and defeated the rest.

Al-Kami agreed to terms with the leadership of the Crusaders for an eight-year peace. Additionally, for the return of Damietta, Al-Kami released the captured Crusaders and returned a piece of the True Cross to the Holy See.

THE SIXTH CRUSADE

Emperor Frederick II broke the treaty with Sultan Al-Kami and attacked Jerusalem in a token show of force against The holy city. The Sultan was trying to put down a rebellion in Syria at the time, and this would force him to dispatch soldiers to both areas.

Frederick inquired if Al-Kami would entertain his previous offers of a peaceful solution for Crusader control of Jerusalem. The Sultan agreed, and the two met and entered into a negotiation. To the surprise of Muslims and Christians alike, a treaty was signed for a ten-year term to turn over most of Jerusalem to the Christians. Christian authority would hold for 15 years until the Turks would conquer the Holy Lands.

THE FALL OF THE KNIGHTS TEMPLAR

As the years passed, the order of the Knights Templars came to offer an unexpected service: banking. Members of the order would hold onto money given to them by pilgrims before setting off to Jerusalem, providing them a token that they could then redeem back into money at the end of their journey. This system evolved into a form of banking that would grow immensely as the Templars grew in size and spread out across Europe. However, this system would also be their downfall because King Philip IV of France became heavily in debt to them. Looking for a way out, he answered a complaint of heresy lodged against the order and arrested all of the French Templars. He tortured those captured forcing them to confess to numerous anti-Christian behaviors including devil worship. Pope Clement V attempted to intervene by questioning the arrest in a letter to the King but was largely powerless in the situation. The French public was outraged by the confessions and took to the streets demanding that the order be punished. The intensity of the mobs forced Clement to call for the arrest of all Templars across Europe. Clement called for the Templars to stand trial, but Philip already had their confessions and began burning some of the Templars at the stake. Finally, Clement sent his men to get the truth from the leader of the Templars, Jacques de Maloy. In secret, de Maloy said the claims were false, but in the presence of the King's men, he, too, confessed to heresy. Clement's weak authority could not save the order or its leader. He officially disbanded the Templars by decree.

The French king had destroyed the order but felt the need to stamp it with one final atrocity. To further torture him for heresy, the King had Jacques de Maloy slowly roasted over a fire. However, just before Jacques died, he vowed that he would meet Philip and Clement before God in less than a year. Many that witnessed de Maloy's vow called it a curse. Whether it was merely coincidence or black magic, the Pope died of unknown causes the following month, and Philip was killed in a hunting accident a short time later.

THE SPANISH INQUISITION

The Spanish Inquisition was a judicial institution officially established to combat heresy created by the Spanish monarchy. However, in practice, the Inquisition was used to increase the power of the monarchy and reduce the influence of the Papacy. Its methods to do this were achieved via infamously brutal methods of torture and killing. In general, the Spanish Inquisition was most concerned about the behavior of Jews and Muslims converting to Catholicism, but also held trials for people accused of witchcraft and lycanthropy. Over the three centuries of the Inquisition's existence, it prosecuted over 150,000 people accused of heresy and killed between 3,000 and 5,000.

WITCH TRIALS

Unlike the Church's fervor for persecuting those guilty of heresy, the Church was not particularly interested in hunting down witches. In fact, for any inquisitions under their control, they even forbade the inquisitors from condemning witches unless they also were charged with acts of heresy. Instead, uses of white magic, chants, and incantations to ward off storms or protect cattle, were ignored by the clergy, and black magic used for a malevolent purpose was dealt with through confession, repentance, and charitable work.

However, in the 14th and 15th century, the commonly held definition of a witch changed to an all-out malevolent devil-worshiper, who had made a pact with Satan in which they had to renounce Christianity and devote themselves to Satanism. Promotion of this definition generated hysteria all over Europe lasting for roughly 250 years and by the end of the period between 30 and 60 thousand accused witches were put to death. It is during this period that the Spanish Inquisition began their trials to root out witchcraft from Spain and the Papal Inquisition began their persecution of the Witch Cult of the Horned God, a pre-Christian pagan religion in England. Unlike most other targets of the Inquisition, the cult survived even to this day. A possible reason for this could be the separation of England from the Catholic Church, with King Henry the 8th's renouncement of the Pope and establishment of the Church of England.

While the witch hunts and trials declined by the end of the 17th century, there are still reports of witchcraft in the 21st century.

WWII & THE HOLY SEE

As Hitler's Nazis marched across Europe, Pope Pius XII pursued a policy of neutrality. However, the Pope publicly denounced both racism and antisemitism which was an explicit rejection of Nazi ideology.

HITLER & THE SPEAR

Hitler was obsessed with the occult, powerful artifacts, and relics. On March 12th, 1938, Hitler annexed Austria and he arrived in Vienna and was given an enthusiastic welcome. His first stop was to the Hofmuseum where he seized the Spear of Longinus which he immediately sent to Nuremberg, the spiritual capital of

Nazi Germany due to its history dating back to the Holy Roman Empire and its central location in Germany.

WITCHES' CONE OF POWER

In 1940, witches from New Forest, an area in Southern England, joined together to form the New Forest Coven. Ernie Mason and his sisters were part of the group and were the custodians of a hereditary witchcraft tradition dating back to the pagan Witchcult of the Horned God. Together, the coven performed a ritual known as Operation Cone of Power, which they hoped would dissuade the Nazis from invading Britain. The witches created a cone of power which they focused toward Germany with a message intended to enter Hitler's mind and make him doubt his plan to invade. Hitler never did invade the UK, and while there may have been several reasons for his decisions, the coven took great pride in their "success" and gained some fame in various occult circles that existed during World War II.

ADVERSARIES

(See Chapter 7 for more information)

New Forest Coven

Witch

CATHOLICS SHELTER THE TROOPS

After Benito Mussolini, the Prime Minister of Italy, was removed from power, Italy freed all Allied detainees. However, Germany began the occupation of the country shortly after, putting those released in jeopardy once again. While the Vatican officially didn't allow any former detainees into Vatican City, several Vatican officials acted independently to assist these individuals.

VATICAN SAVES JEWS

Additionally, the Pope ordered all of Rome's Catholic institutions to shelter any Jews listed for deportation. Records indicate that the Pope's order likely saved nearly five thousand in Rome and thousands more in Northern Italy.

SPEAR LOST & SUICIDE

On April 30th, 1945, during the final days of the war, after a considerable bombing of Nuremberg, the Spear fell into the hands of the American 7th Army under General Patton. Unfortunately for Hitler, the legend of the Spear of Destiny says that once the spear changes owners the previous owner dies in a matter of days. Later that day, in fulfillment of the legend, Hitler committed suicide.

After Germany's surrender, the winning nations scrambled to collect Nazi research and documentation. Primarily, the United States and the Soviet Union came away with significant amounts of data. The Soviet collection would be given to the KGB for decryption, organizing, and cataloging. Newly recruited KGB officer, Yuri Marchenko, was assigned to oversee the tedious cataloging project.

ASSASSINATION PLOT

In the late 1970s, Poland's working class had grown tired of communism and began to push for something different. Lech Walesa, a staunch anti-communist leader, took up the people's fight and created the Free Trade Union in 1980. Pope John Paul II was born in Poland and publicly supported the Free Trade Union and encouraged their agenda. With this support, the union made significant progress with the Polish masses, and the Communist Polish government recognized it as a political threat.

News of the increasing support of the Free Trade Union spread to nearby communist countries that were part of the Soviet Union. Worried, Soviet officials ordered the KGB to act. However, the scheme didn't target Walesa or the Free Trade Union directly, but its public well-wisher, the Pope. Head of the KGB, Yuri Andropov put newly promoted Colonel Yuri Marchenko in charge of the operation and so Marchenko ordered the Bulgarian Secret Service, a satellite KGB operation, to craft a plan to assassinate the Pope. The Bulgarian Secret Service was known to handle the dirtier side of espionage which included kidnappings and contract killings. The Bulgarian Secret Service was also alleged to have substantial contacts in the drug-smuggling world which funded numerous Muslim terrorist groups. Through this underworld scene, Mehmet Ali Agca, a member of the Turkish militant group known as the Grey Wolves, was recruited to assassinate the Pope for three million marks.

With all of the pieces in place, Mehmet Ali Agca and another accomplice, Oral Celik, arrived in Saint Peter's Square on May 13th, 1981 and awaited the appearance of their target. The Pope was to come through the area, and Agca was to shoot the Pope as Celik detonated a small bomb to create enough hysteria for the pair to escape. The Bulgarians told these men that they would hide them from the police as part of the deal.

The plan didn't go as expected. Agca opened fire on the Pope and hit him four times. Celik panicked and fled the scene without detonating the bomb or firing his weapon. A nun and some other visitors of the Square tackled and held Agca for the police.

The Pope survived the assassination attempt, but the event had a different major repercussion. As Agca's trial began, a bishop by the name of James McDonnell, who was present during the attack, found himself haunted by his memories of it. Visions of the Pope in all white, but covered in blood tormented him when he was both awake and asleep. He decided he would have to do something about this violence or he would never sleep well again.

ADVERSARIES

(See Chapter 7 for more information)

Yuri Marchenko (New Russian Empire)

MCDONNELL'S CRUSADE

Bishop James McDonnell was more than an average Bishop. Beyond his regular schooling, he also graduated with degrees that made him an expert in world religion, war history, and international politics. McDonnell also studied the history of the Vatican, its varied military organizations, and was always a staunch supporter of proper military defense for the Pope as well as Vatican City itself. After the Pope's near-assassination, he pushed for the current remaining military force, the Swiss Guard, to be more than the mostly ceremonial troupe they had become.

Pointing to the severity of the security breach against the Pope, McDonnell convinced the Vatican Secretary of State and the Pope to make some necessary changes. From that point on, all Swiss Guard members were trained as any member of the Swiss Army and went back to Switzerland for yearly training missions. The Swiss Guard continued to use their multi-color garb as their public uniform, but the Guard's leadership also introduced plainclothes operatives into their ranks.

McDonnell still wasn't done, and he pushed for a more powerful police force for Vatican City as well. He attempted and failed twice to reactivate the Gendarme Corps which were highly trained border patrol and military police until their abolishment in 1970. A small police operation was in place, but McDonnell felt it paled in comparison to what was needed.

Undaunted by these failures, McDonnell successfully pushed for technology-based security enhancements throughout the Vatican's grounds. He also requested to renovate parts of the catacombs below Vatican City to provide a stronghold for the Pope if there was ever a legitimate threat to his safety. This request was turned down, but McDonnell did get the funds to map these underground tunnels and reinforce the walls in areas where there were safety or security concerns.

THE VATICAN, A TARGET

In late 2001, Italian police raided an Al-Qaeda sleeper cell. They discovered evidence of a plot detailing the use of a suicide bomber to attack Saint Peter's Square during the Pope's Weekly General Audience. This time the goal wasn't to kill the Pope but to kill as many of his followers as possible. Footage of the event a week prior showed two known Al-Qaeda operatives scouting out the event.

THE BIRTH OF CROSS

The raid stopped a very violent plot, but McDonnell was furious. The Italian police acted independently and without informing the Vatican of their operation. How much more was going on without Vatican knowledge? This plot would have killed thousands of Catholics.

Many of the cardinals were concerned McDonnell was having a nervous breakdown as he ranted about "protecting all of Christendom." In McDonnell's defense, Cardinal Angelo Sodano, Vatican Secretary of State, said that the police force for Vatican City

was, indeed, lacking and needed improvement. After much debate amongst the Cardinals, a new law was issued to change the current police force's name back to the Gendarme Corps.

However, against McDonnell's wishes, the Gendarme Corps was resurrected in name only and operated as a civil defense organization. McDonnell was furious and consulted Pope John Paul II himself. The Pope praised McDonnell for his concerns and ideas, but in the end, he just asked for McDonnell to settle down, embrace patience, and wait to see how things progressed with the retooling of the Gendarme Corps and his meetings with leaders throughout the world.

These small changes weren't enough for McDonnell. He felt that if the Pope couldn't see how ill-prepared they were against terrorism in Vatican City, then this wasn't a man that would properly promote policies that would protect God-fearing Christians throughout the world.

However, the Society of Jesus, also known as the Jesuits, was rumored to actively wage war against heretics and their beliefs. This massive organization had its representation in 112 nations spanning six continents. This all-male brotherhood had a wide-knowledge base with members in Colleges and Universities all over the globe. The Society also had an excellent understanding of the history of the Catholic Church as they were active for centuries and helped keep the Catholic Church relevant with their work in education, research, and ministry. They had the ear and blessing of numerous popes and were rumored to operate as a secret military arm for popes throughout the centuries. Unfortunately, they also had a dark history with the Vatican as well. They had, at various times, been excommunicated by the Pope for alleged heresy, political greed, and witchcraft.

People accused the Society of every high profile assassination of the last two centuries including the poisoning of three popes and most recently poisoned the leader of the Soviet Union, Yuri Andropov. Despite all of this, McDonnell felt that, like the Vatican, the organization at large was not responsible for a few impure priests or the crazy conspiracy rants spread via the Internet. The Jesuits had the geographic reach and the skilled members that could help him in his quest to protect Christianity. He would have to bury its dark past as thoroughly as possible as he brought this organization into his plans.

MCDONNELL & THE JESUITS UNITE

McDonnell met with the Supreme General of the Jesuits, Paul Kloosterman. The Supreme General was ecstatic to meet with McDonnell because he had heard the stories of his security rants in front of the College of Cardinals. Just a few blocks from the Vatican, the pair talked into the wee hours of the morning about the future of the Catholic faith, terrorism, and the security of God's people. McDonnell revealed his concerns about the Pope and the overall direction of the Vatican. Kloosterman met McDonnell's concerns and enthusiasm with similar intensity and

they both felt they could benefit from working together. To address the reputation of the Jesuits, McDonnell made Kloosterman agree to inform him of every operation that the Jesuits would undertake. McDonnell didn't want to have blood on his hands that he didn't agree to overtly. The pair began to draw up some plans to protect the sheep of Christ.

WHEELS UP!

Using contacts he had made through his studies abroad, McDonnell was able to feed Kloosterman with numerous missions. With a few exceptions, the missions ended with great success and death only in the heat of battle.

Jesuits rescued kidnapped Catholics from an Irish gang named the Shankill Butchers led by psychopath Lenny Murphy. During their years of operation, they only managed to kill thirty Catholics. Without McDonnell's stewardship, it would have been many more.

Jesuits put down a massive zombie uprising in Haiti. Nearly four hundred Haitian villagers were turned into living zombies by a Houngan, a Voodoo priest, and let loose on the island nation and Jesuit soldiers managed to push back the zombie mobs before they entered any densely populated regions. Unfortunately, the houngan responsible for creating the zombies was never found.

ADVERSARIES

(See Chapter 7 for more information)

Houngan

Living Zombies

Jesuit operatives were sent into Russia to investigate violence between members of the Ukrainian Greek Catholic Church and the Russian Orthodox Church. The Soviet Union began the persecution of the Ukrainian Greek Catholic Church in the 1940s which led to a massive decline in its membership while the Russian Orthodox Church flourished. With the breakup of the Soviet Union, the Ukrainian Greek Catholic Church wanted the return of property stolen from them during their persecution and given to the Russian Orthodox Church. This tension between the groups was quelled by the Jesuits stopping any violence from erupting.

Jesuits killed a nest of six fledgling lake dragons born on the shores of a lake in Benghazi, Libya. The dragons came night after night, snatching animals and people off the streets and plunging back into the depths of the lake. Jesuits were dispatched and took the dragons down with surface-to-air missiles. Historically, it was at this lake that the dragon fought Saint George during the Middle Ages.

The militant Hindu Organization Vishva Hindu Parishad dispatched its witch operatives, Daayan Dal, to stop the growth of Christianity in India. They were hunted by Jesuit agents and either killed in firefights or arrested and handed to the authorities. They used mantra-laden spells and Siddhi powers to terrorize

the Christians of India. They also tried to summon the Brahmastra.

JESUIT TEAM UP ON THE ROCKS

With nearly one hundred missions under their belt, McDonnell's cooperation with the Jesuits proved very successful. However, during his ten years of association with Kloosterman, he became extremely wise in the fields of espionage and intelligence. Throughout the years he became aware of a growing number of strange deaths that, just like with Andropov's sickness, seemed too convenient to be a mere coincidence. He needed to find out if Kloosterman was honest with him or if he was ordering assassinations and murders without McDonnell's knowledge. He poured over his intelligence files to see what might push Kloosterman over the edge. If Kloosterman was ordering missions that McDonnell wouldn't be comfortable he would need to catch him in the act and confront him.

Unfortunately, McDonnell just missed his opportunity. The papers came that morning, and McDonnell noted that ex-Jesuit whistle-blower Alberto Rivera died of cancer. Rivera was widely rumored to be a secret Jesuit agent and supposedly the first to ever leave the order and live. Conspiracy theorists believe that there were no less than five attempts on his life, culminating with a poisoning that end up killing him. McDonnell became suspicious after Rivera's wife told her priest, a friend of McDonnell's, that Jesuits arrived at her house asking to see Rivera's body because they wanted to give him some special last rites given only to priests. She was furious because up until that point both the Vatican and the Jesuits refused to admit he was ever a priest or a Jesuit during his lifetime. McDonnell pondered the situation and decided to write up a new mission request, to investigate the death. While he doubted it would produce anything valuable, he wanted to see Kloosterman's reaction to the mission. Perhaps he could read something there to stay his concern over the Jesuit's loyalty.

It was late evening, but McDonnell couldn't wait to deliver the mission to Kloosterman, so he walked the few blocks to the Jesuits building. As he approached, a black sedan sped away. McDonnell continued into the foyer. There was usually a guard there, yet at that moment the room was empty. He hurried up the stairs towards Kloosterman's office but heard shouting echoing from a different floor, one he never visited before. He moved down the hallway and found that the shouting was coming from behind a massive double door. It was Kloosterman's voice.

"They said the Almighty God blessed you. I have to admit, for a while I thought it could be true. Alas, you are just a filthy traitor."

McDonnell flung the door open, not knowing what to expect. The sight revealed before him was worse than anything he could have imagined. Inside were countless men dressed in their ceremonial black robes of the Jesuits. Lit by torches, the room was full of furniture arranged like a courtroom. Propped up on the

witness stand was Alberto Rivera, stripped naked with "TRADITORE", Italian for "traitor", written in blood across his chest. Making the scene even sicker was the fact that Alberto was unmistakably dead and embalmed. Standing just in front of Alberto was Kloosterman. Also dressed in black, he wielded a massive battle ax.

McDonnell spun on his heel and ran. Shots rang out from behind him. Glass exploded around him as he rushed outside, the warm breeze of the street hitting his face. Stumbling into traffic, a car slammed into McDonnell knocking him to the ground. Gunmen appeared on the street, but as passersby and cars stopped, they returned to the Jesuit building. McDonnell awoke in his chambers in the care of a nun. A letter rested on his nightstand sealed in red wax with the Jesuit symbol.

It read: "We are not done, Cardinal. We need each other, James. Don't make a mistake you will regret for the rest of your life."

McDonnell's eyes dwelled on the wax symbol for a long time. It looked like blood. No, this wouldn't be the way things would be going in the future. He had made a grave mistake that he would have to live with for the rest of his life. He can no longer work with the Jesuits, but his mission still stands. He'd have to create his own army. This one he would control from the most senior operative to the lowliest grunt. They would be real Catholics, not sick corruptions of the faith. He would form an agency that would honor the ideas of the early days of Christianity, mix it with the Pope's wishes, and execute it within the reality of the twenty-first Century. It was time to build the Catholic Response Organization to Strategize and Strike, which would be better known as CROSS.

AROUND THE WORLD IN EIGHTY DAYS

McDonnell requested a leave of absence from the Vatican to visit with security professionals and university historians to refresh his understanding of the political world and the dangers Christians face. The College of Cardinals readily accepted the request if for no other reason than to get a much-needed break from McDonnell's constant ranting during their meetings.

MONEY

Using a small stipend from the College and his own money he set out abroad. His first meeting would be a friend and member of the College, Renaldo Mangini. Mangini ran the Catholic Credit Coalition (CCC), a Catholic-friendly bank operating out of Rome with branches throughout the world. Mangini proposed this new bank to the Pope in 1986, explaining that all of the scandals revolving around the Vatican bank led people to be leery of keeping money there. After securing approval, Mangini opened his new bank and assumed the head of its operation in early 1987. McDonnell remembered Mangini being as driven by the need for change in finance as he was for a change in security.

Revealing his concerns to Mangini, McDonnell was relieved to find that Mangini was as like-minded as he remembered. They began to lay out the financials for CROSS. Mangini pledged some immediate charity dollars to the project and promised to speak to some of his top investors over the next few weeks.

TECHNOLOGY

Next, McDonnell visited the Massachusetts Institute of Technology (MIT). Here he spoke with Professor Paul Tsang. Paul was a native of Tokyo, Japan and through his marriage to an American became a devoted Catholic. The pair had met at an Artificial Intelligence conference twelve years prior in San Francisco. McDonnell wanted to bring this man into his plan because Paul was a top researcher of performance enhancing technology. Using the gear he has created so far, he managed to increase the leaping distance and strength of an Olympic level athlete threefold. McDonnell knew that CROSS was going to suffer from a manpower shortage, at least for the immediate future, and so he wanted to have his people augmented with the most sophisticated technology available.

Tsang was shocked by the proactive and detailed plan that Mangini and McDonnell had drawn up days before. McDonnell shared his vision of Tsang overseeing a division of soldiers named – he coined the term in mid-sentence — The Iron Shroud. These soldiers would march into battle with a thousand pounds of armor and weaponry at their disposal, but would still have the agility of a gymnast due to the latest transhuman technology funded by the CCC. Tsang was very interested. He quickly drew up his own requirements on a napkin and pledged his support to McDonnell should the requested items become available. The plan was coming along nicely.

MEDICAL

Next McDonnell visited Johns Hopkins Hospital in Baltimore, Maryland. Here he was looking for Dr. Andre Grenier. Dr. Grenier was a young geneticist that worked under Dr. Lejeune, famous for isolating the cause of Down syndrome. He moved to Johns Hopkins after he failed to get Lejeune's job when Lejeune passed away. There he worked under Alexandra McPherron on the study of myostatin inhibitors. Myostatin regulates the size of muscles, and there is evidence that inhibiting myostatin in cattle and mice results in a considerable increase in muscle bulk.

The Vatican might consider Dr. Grenier's research into myostatin inhibitors be bordering on eugenics, which was against Catholic Church dogma. Grenier got a warning that he might be excommunicated for continuing his work on the subject.

Knowing all this, McDonnell met with Grenier, and they discussed, at length, the value of Andre's work. McDonnell stayed in the area for a few days and even had lunch with McPherron, who was very like-minded on the topic of enhanced humanity. He nearly asked her to join CROSS due to her exceptional knowledge of genetics, but then he remembered one of the requirements listed in the charter: members need to be Catholic.

He thanked McPherron and on his final night in Baltimore, he asked Grenier to join. Grenier, who always wanted to be in charge of his own lab, agreed excitedly.

SPIRIT

The American leg of the tour was now over, and it was time to head into the land where Christianity began — Israel. Specifically, McDonnell was heading for the Stella Maris Carmelite Monastery in Haifa. Stella Maris was the birthplace of the Order of the Brothers of Our Lady of Mount Carmel, or the Grey Friars. Here, McDonnell looked for a spiritual guide for his new organization, a Catholic presence with a global, not Rome-centric, worldview. The Grey Friars were similar to monks, but instead of devoting themselves to an isolated and contemplative life, they dedicated themselves to a community and actively attempted to improve the lives of the people there with advice, religious instruction, and goodwill.

Here McDonnell met with Efran Edelstein as they took a long stroll around the grounds of the Monastery. McDonnell had met Edelstein twice before when the latter visited the Vatican. Eventually, McDonnell pulled Efran down onto a bench and told him about the charter and his quest thus far. Efran stood up and hysterically stammered at McDonnell that he was a disgrace to his cassock and to the God he claimed to serve. Efran stormed off, saying that his superiors would know of McDonnell's clandestine activities in the morning. McDonnell knew that every time he asked for the confidence of his acquaintances that he risked the entire operation. With a sigh, James realized that he had just picked the wrong man. How would he talk his way out of this one with the Cardinals? McDonnell returned to his hotel room and attempted to cancel the rest of his trip and return home. He couldn't get a flight back to Rome until morning. James lay in his bed contemplating how his dream has now become a nightmare. Should he speak with Efran one more time before he left?

At 3:00 AM that night, James awoke to a hard banging on the door. He opened the door, and Efran stood in the hallway. Covered in sweat and again in hysterics, Efran told him that a vision came to him in the night. In it, he peacefully tended a flock of sheep and then suddenly a massive fire erupted from the ground, engulfing the sheep. They writhed in pain as their wool melted and their flesh burned. Seconds later, a haunting laugh echoed from everywhere around him. That's when he awoke and realized that it was a vision telling him to take McDonnell's path. McDonnell, delighted to see that, perhaps, God was validating his plan, now had a spiritual center for his agency.

MILITARY

Efran was packed and ready to go with McDonnell that morning. McDonnell changed his flight back to its original itinerary, and the pair arrived in Switzerland. CROSS had its spiritual center, but it still needed its military mind. McDonnell hoped to provide it with Captain Anton Marolf. Captain Marolf was the coordinator for Swiss Guard training at the Vatican as well for the yearly training operations in Switzerland.

Meeting at the firing range, Captain Marolf recognized McDonnell right away and warmly greeted him. Since Marolf had trained many of the Swiss Guard, he was visibly upset about the recent Al-Qaeda attack at the Vatican. The pair talked at length on terrorism and how there seemed to be an alarming increase in violence toward Christians. Marolf agreed and wished he could provide something more than the Swiss Guard but Switzerland was neutral so they will not be enacting any policy or mission against terrorism. Marolf would have to be content in protecting the country.

McDonnell saw the opening and took it. He told Marolf his secret, of how he needed a man like Marolf, so the risk was necessary. Twice, Anton looked at Efran as the story of CROSS unfolded. After McDonnell finished, Anton turned and watched his men as they fired at their targets. He watched as they prepared themselves for a battle that was likely never to happen. Without looking at McDonnell, he simply said, "You have your man."

The tour was over and McDonnell, along with Efran, returned to Rome. The next morning he went to visit Mangini and told him of the news. Mangini was enthused and responded that he too was successful. Due to the recent Al-Qaeda attack on the Vatican, Mangini was able to get contributions from several of his oldest clients for McDonnell's endeavor without giving away too many specifics. Mangini promised them that they would see results very quickly.

HOME SWEET HOME

McDonnell was beside himself. His plans were advancing at a rapid pace. It was time to bring it all together. Using the donations, McDonnell hired a construction company and from a discrete location entered the catacombs beneath the Vatican. McDonnell dusted off the plans he had drawn up earlier and commissioned a massive technologically advanced complex that would sit directly underneath Vatican City.

Six months later on June 1st, 2002, McDonnell stood in front of the two meter thick doors of CROSS headquarters and addressed all of his new department heads. McDonnell opened the doors and led the group into a massive central command area with numerous computer stations and an enormous wraparound screen. A long oval table surrounded by glass walls filled out the center of the room. McDonnell turned to his staff and with a smile said:

"Gentlemen, welcome to the Manger."

THE EARLY YEARS

The first missions were frustrating for McDonnell after working more than ten years with the highly skilled Jesuit operatives. Field missions were manned mostly by ex-Swiss Army men loyal to Marolf. McDonald dubbed these new operatives Crusaders and outfitted each one with an array of state-of-the-art gear and weaponry. The Crusaders quickly became a proficient unit protecting Christians everywhere.

ENTER THE IRON SHROUD

Tsang went through numerous iterations of his performance-enhancing mechanisms. He developed complex hydraulics-based harnesses that would strap onto the human body, providing a major increase in athletic ability. He demonstrated the prototype to McDonnell and they both agreed the device was too bulky and far too much power was needed to pressurize the hydraulics properly.

Tsang went to a robotics convention later that year in his hometown of Tokyo, Japan. Now a respected MIT graduate and robotist he was welcomed to the conference and met with many other technologists as well as Zakai Torazo, his best friend from high school. It turned out that Torazo also had a love for robotics. He was the head of the robotics division at a small company in Tokyo called Konichiwa Prosthetics. Konichiwa was a pioneer in the field of mind-controlled prosthetics for amputees and paraplegics. The pair rekindled their childhood friendship and swapped ideas and theories even after they returned to their homes.

Eight months after their visit, Tsang converted his hydraulic system into a purely electric one and added mental control through his already sophisticated sensors. McDonnell was thrilled with this new system because it was now possible to provide armor to agents maimed in the line of duty, giving them control over the armor which could effectively replace a missing arm, leg, or eye. In effect, McDonnell could now recruit veteran soldiers that would normally be unsuitable for combat because of their injuries. The only disappointment was that Tsang still had not dealt with the power issue in the armor. That was the last piece of the puzzle to allow actual field testing of the exoskeleton.

Tsang returned to his colleagues at MIT and, showing them his old exoskeleton, asked for input on how to power the machine. A fellow graduate showed him examples of how he had embedded carbon nanotubes into a sheet of paper. With a small amount of electrolyte sandwiched between two of these sheets of paper, this created a flexible biodegradable battery. The paper could be layered and cut into any shape and power devices of all shapes and sizes. Tsang was very impressed and began to work on his own prototype of the technology. He then coated the exoskeleton with hundreds of layers of nanotube paper. As an added bonus, he discovered that when the nanotubes were woven together and included with more typical composite components of body armor a final outer coating for the exoskeleton was as strong as a tank's armor but added minimal weight. Thus was born the first complete prototypes of the Iron Shroud. Standing at nearly eight feet tall and bulky due to the thick nanotube layers, the Iron Shroud armor allowed the wearer to run, jump and press ten times what an average human could. They could wield vehicle-sized weaponry and take a direct hit from a tank's main gun. All this, they could do for twelve hours without a recharge. McDonnell was very pleased.

Over the next eighteen months, a dozen units were prepared and began to get some limited field testing. Then McDonnell's luck took a turn for the worse. He was summoned to the Manger in the early hours of the morning by Marolf. They entered Tsang's lab to find him dead on the floor, beheaded. Scrawled across the wall in blood was the word "THIEF." If that was not bad enough,

the murderers downloaded all of Tsang's research, and one of the prototypes was missing. It seemed as if no other part of the Manger was hit, although it wasn't clear whether this was thanks to the honeycomb design of the facility or because the infiltrators were only interested in Tsang's work.

Anton then showed McDonnell the surveillance tape of the killing. Tsang entered the lab and just a few minutes later was surprised by the trespassers. As they stepped into camera view, McDonnell watched as a group comprised of a samurai, a professional wrestler, a well-dressed gunman, a cyborg, and a demon. They accused Tsang of stealing their control mechanism and battery system. Tsang, in tears, admitted his guilt and sank to the floor welcoming his bloody fate. With Tsang dead, the cyborg downloaded data from the computers and attached a flat device to the Iron Shroud armor. Amazingly, he was then able to lift the armor as if it weighed almost nothing. With the armor in tow, they slipped out of the catacombs, into a pair of black SUVs, and were gone.

The death of Tsang left McDonnell shaken for months. He realized his holy mission might have pushed Tsang to the extreme. Yes, soldiers had died by his orders in the past, but the cold-blooded murder of Tsang felt different. If he had known about the thefts, he would have sought to make it right. Analysis of the footage from the murder discovered that the Japanese gunman was an assassin wanted in three countries. CROSS analysts determined that rather than deriving new technologies from his MIT research, Tsang stole technology from Konichiwa Technologies, a company connected to the yakuza, the infamous Japanese organized crime syndicate. CROSS now had a strong enemy and one with some of CROSS's secrets as well.

GENERAL HOSPITAL

While the Iron Shroud project adjusted to new leadership from the remaining members of the division, McDonnell moved his focus to the Congregation of Medical Services. Grenier was ready for human trials of his performance-enhancing therapy, but McDonnell was very concerned about the eugenics aspect of Grenier's genetics work. He wanted to make entirely sure what traits he was going to have enhanced and how that would affect future offspring of his agents. Grenier suggested sterilizing test volunteers, but this again caused McDonnell pause. Finally, they agreed to test already-sterile volunteers from the Crusaders.

Testing began, and over a two year period, they managed to create controlled myostatin blockers and gene therapy that would allow up to forty percent growth in targeted muscle groups. Testing showed that subjects could leap, lift, and run nearly twice what they could do before the therapy began. Finally, it was time to begin field trials, during which the main side effect of the treatment was revealed — sensitivity to light. This issue caused these soldiers to be much more nocturnal, but in time they found these agents made good Silent Knights, CROSS's infiltrators.

SCIFOLOGY 101

Reports of Catholic persecution were coming from Los Angeles, California. The reports mentioned unwanted phone calls and visits to the homes of recently joined members of the Catholic Church. A short time later, CROSS analysts discovered reports of a Catholic church burned down in the area. McDonnell sent a small group of CROSS agents to investigate the situation. After interviewing the victims and some of the Church members it was revealed that all of the new Catholics who were harassed were once members of the Sanctuary. The Sanctuary was a New Age religious movement started in Los Angeles, expanded to nearly ten thousand churches, and was centrally run from their Los Angeles headquarters. CROSS agents visited the Sanctuary and met with the creator of the movement, John Driver. He was a charismatic leader with a background in theater and movies. Driver was appalled at the accusation of the church burning but agreed to back down his recruitment efforts for his lost members. The agents took him at his word and with just a few flyers in hand left the Sanctuary.

Later that night they received a frantic call from one of the victims' husbands. Somehow knocked unconscious, he awoke to find his wife missing. The team returned to the Sanctuary and found it open but empty. They searched the place and just as they were about to give up they heard a distant scream. They discovered a false door in the basement of the church and as they entered a barrage of energy weapons fire streaked through the air. A massive firefight was underway as the Scifologists attempted to kill the CROSS agents with several bizarre weapons. CROSS's conventional weapons seemed to be ineffective even when scoring a direct hit on the armored Scifologists. Three Crusaders were killed by piercing laser fire.

The rest of the team was pinned down by these high energy weapons. Finally, two of the Crusaders darted out into the line of fire. One was cut down after two steps. The second, however, managed to score a hit on the ceiling, bringing it down on the Scifologists. The remaining CROSS agents were able to apprehend the injured Scifologists as they pulled them from the rubble. The kidnap victim was found unharmed, and Driver and all of his files were gone. CROSS stayed in the area for another few days, but the Sanctuary took no further actions.

ADVERSARIES

(See Chapter 7 for more information)

Sanctuary of Scifology

Yakuza

STARLIN, ANDE STARLIN

McDonnell was happy that things hadn't escalated any further with the Scifologists and that the returning Catholics were safe. However, he was appalled at the loss of life during the operation and alarmed by the high tech weapons mentioned in the reports. His men were using only slightly-enhanced conventional weaponry. It was time to upgrade.

McDonnell contacted a friend at the British Secret Intelligence Service (SIS) and requested a meeting. John Kingsley was a thirty year veteran of British Intelligence and a go-to resource of McDonnell. He intended to see if Kingsley could find him a free-lance weapons expert to bolster their armory.

However, fate had something else in store for him. Just as McDonnell was entering the SIS building for his meeting with Kingsley, he stumbled into an altercation with two security guards and a young Australian woman in goth clothing. She was struggling with guards near the front doors of the building and didn't see McDonnell. The pair collided and the box in her hands hit the floor, spilling what seemed like office effects. McDonnell realized he was witnessing an ex-employee being escorted off the premises by security.

McDonnell introduced himself and found out the feisty lady was Ande Starlin, former agent of the SIS. McDonnell was taken with the frank demeanor of this young woman and asked if she wouldn't mind some coffee or tea. Starlin joked that she had never been asked on a date by a priest and so readily accepted. Ande divulged that the SIS fired her for poor performance on a classified mission. She was furious because the agency forced her into a field operations role while in actuality she was an engineer specializing in custom software and hardware design. McDonnell's curiosity was piqued, and he asked if Starlin had done any weapons work. Starlin gave him a list of impressive modifications she had made to U.S. Military weaponry as well as ATLAS arms. McDonnell eyed the Catholic cross around her neck as he thanked God for His gift that day. McDonnell regaled Ande with his mission and offered Ande a job: Archdeacon of Technology Services.

ADVERSARIES

(See Chapter 7 for more information)

ATLAS

FUELING THE WAR MACHINE

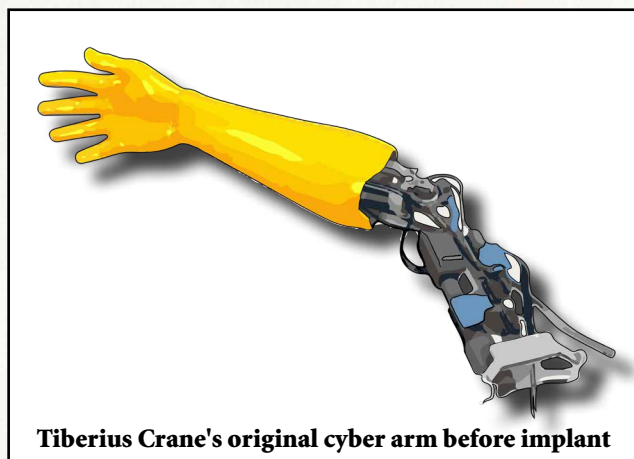
Ande had numerous out-of-the-box gear ideas for use by CROSS agents, but they would take time to develop and test. So, to get things moving quickly, she located a series of high tech weapons designs from a U.S. weapons manufacturers and had CROSS purchase rights to use the designs as a jumping off point for her own work. Ande quickly built prototypes and improved on them rapidly. Once she hit her stride, she was able to create new technology for the Iron Shroud armor, fitting it with extremely high power weaponry that still kept within the confines of the power requirements. She was particularly enamored with the way the Iron Shroud could compensate for lost limbs with its mental control software. It was after just a few short weeks that she demonstrated to McDonnell replacement prosthetics for some of their injured using the same technology. McDonnell was concerned that these devices would not be combat-viable as the straps could break or come loose in heavy combat. Starlin made

it clear to McDonnell, she wanted to attach them permanently, making the new appendages a part of the wearer. She wanted to turn the injured into cyborgs. At first, McDonnell had some of the same reservations about this direction that he'd had with the myostatin therapy for some of the Crusaders. This time, Anton spoke up. Over the years, he had to retire some of his men due to debilitating injuries. This tech could allow CROSS to keep their knowledge in the field and continue to make an impact.

SUNDAY, CYBORG SUNDAY

Antonio Gunn was the first soldier accepted into the new cyborg program. Gunn lost both his legs and his left eye to shrapnel, during a rescue mission in Israel. Ande created a replacement eye and legs for the man and turned it over to Medical Services. Gunn successfully led nine missions before being killed in Grenada. Marolf was concerned that this would be the end of the program, but McDonnell stayed positive. He calculated that Gunn helped save nearly eight-hundred Christians before his death. The program continued with six more cyborgs during the next two years. Each one died before reaching missions in the double-digits. Noticing the trend, McDonnell, pondered if it was time to stand down on this project until more data could be compiled.

CROSS didn't have much time to compile data because on Easter Sunday, 2008, a public bus overturned across a series of



Tiberius Crane's original cyber arm before implant

barricades and skidded into the mouth of Saint Peter's Square. Initially, it seemed as if the crash was a horrible accident, but as bystanders approached the bus in an attempt to help anyone trapped inside, it exploded. The detonation was so massive it blew out windows all over Vatican City as well as some of the most beautiful stained glass windows in Saint Peter's Basilica. The size of the detonation was far too massive to be anything but explosives intended as part of a bloody terrorist attack. Eye-witnesses claimed to see two Swiss Guardsmen fighting in the doorway of the bus before it overturned.



Captain Marolf (highlighted) and Swiss Army Platoon 123 - circa 1993

A CROSS team was on-site within four minutes of the blast. They got the injured to ambulances and evacuated the crowd. McDonnell, who never went on missions, arrived on the scene and jumped into the ambulance with one of the fallen Swiss Guardsmen. He diverted the ambulance to CROSS and had the injured man delivered to CROSS Medical Services. McDonnell headed towards the Technology Services to ask Starlin to prepare cyborg implants.

Sixty days later, the cyborg Tiberius Crane joined the CROSS rank and file. He would go on to break individual mission counts for cyborgs numbering well over one hundred. The cyborg project continued, but at a much slower pace. CROSS never found out who was responsible for the bus attack.

KILLING THE ROOT OF EVIL

After the terrorist attack on the Vatican, McDonnell felt he had enough with CROSS's reactionary tactics. Without delay, McDonnell created several new positions for more pro-active operations.

SPIES & DOUBLE AGENTS

McDonnell began the process of infiltrating organizations that had acted violently towards Christians or would have information on those organizations. McDonnell dispatched operatives into Turkey, India, and Afghanistan, Iraq, Iran, Israel, Pakistan, Palestine, Germany, Britain, Russia, and the United States. It

would likely take years for these infiltrations to bear any fruit, but McDonnell, as well as Marolf, thought it was necessary to be able to anticipate another attack like the one on Saint Peter's Square.

SILENT KNIGHTS

McDonnell also invested in training for a few Crusaders to become experts in security systems and infiltration. Technology Services was able to modify their armor to radiate a noise dampening field as well. This feature rendered these agents utterly silent as they went about their spying and infiltration of various enemy facilities.

RISE OF THE DEMON DOOMICUS

CROSS was extremely well-rounded by the end of 2008, and it showed. Intelligence from their spies allowed them to craft missions to protect the flock and cripple their enemies. However, McDonnell was missing one significant role for his secret agency which was illustrated by an event in a sleepy suburb of Portland, Maine. A massive explosion awoke the neighborhood destroying six houses, leaving an enormous crater of black glass. Residents rushed to the scene as dozens of demons and demon-spawn poured out of a glowing portal at the basin of the crater. A small contingent of CROSS had received some chatter about this attack by an informant and arrived just after the explosion. Demons heavily outnumbered the CROSS team. Iron Shrouds began strafing the demons attempting to climb out of the cra-

ter. Crusaders tore into the main body of the demons. Tiberius Crane and three other cyborgs leaped into the center of the crater and came face to face with a massive half-man half-demon monster. The creature called itself Doomicus and barked orders at his minions. At his feet was an ailing old man. Tiberius and the demon squared off with lasers and fire breath filling the air. Devastating punches bruised skin, cracked teeth, and crushed metal. It was utter mayhem as technology met ancient evil. Tiberius's team was overrun in a matter of minutes, and the carnage spilled out into the streets and demonspawn tore through the neighborhood. Then suddenly, the old man appeared directly behind Doomicus with a demonspawn's halberd saying:

"Bathed in the blood of Christ, I commit this weapon into your heart, I kill your host and banish you back into the grip of Hell. Back into the pit, demon Doomicus!"

Then the halberd lit on fire, and he plunged it into Doomicus's back and it burst out through his chest smoking and red hot. The monster screamed and fell to one knee. With a grimace, he pulled the halberd out and turned toward his attacker. He stood again and moved toward the old man. He only committed to one step before he faltered and fell. Tiberius watched as the demon form disappeared and a short man with dark red locks appeared in his place bleeding profusely. This man whispered one word, "Malphus."

In an instant, another demon appeared at his side, and the flames of Hell erupted around them. In a flash, the redhead and all the demons disappeared. The old man, tired, sat on a curb nearby. Tiberius joined him. The cyborg learned that the man was Father Cavalco, a demon hunter. The accident was his fault as he attempted to exorcize the demon from its host. Instead, something went horribly wrong, and many people died because of his ignorance. Tiberius, impressed by the man's conviction and obvious skills, asked him to return with him to Rome. While Cavalco was an asset to CROSS, Tiberius believed that CROSS could be an asset to Cavalco as well, providing much-needed counsel to the downcast old man. Cavalco agreed without any fuss, more due to his depression than hoping for any solution.

McDonnell met with Cavalco later that day and was in complete agreement with Tiberius. This demon force completely decimated Tiberius's team illustrating that CROSS needed a way to fight them on their level. Christ, himself, used exorcism against Satan's minions and McDonnell knew that he would have to employ these abilities as well. However, Efran Edelstein, the spiritual adviser to McDonnell and CROSS's resident scholar raised some concerns. He recounted several stories of exorcists losing the battle with the dark and joining their demonic ways. It was then that Edelstein revealed something he had kept to himself. He demonstrated a series of powers before the group, miracles directly from the Bible. McDonnell knew full well what he was seeing. Edelstein was a mystic — a miracle worker. Edelstein explained to the group that through prayer and worship he and others of the friary could channel the powers of God to help the needy without resorting to the study of demons and exorcism

rituals that caused even good priests to falter. He pleaded with McDonnell to allow him to create a group that could protect Christians with these powers instead of those that required such close study of their infernal enemies.

McDonnell was furious. Not one mystic, but an entire friary! He couldn't believe that this level of power was at his fingertips but hidden by one of his trusted congregation heads. He nearly dismissed Efran and sent him back to the friary.

Anton pulled McDonnell aside and calmed him down. McDonnell returned, his anger was gone and replaced with an odd sparkle in his eye. He surveyed his department heads and then commissioned two new congregations that would keep one another in check. That day he created the congregations of Exorcism Services and Mysticism Services.

Two short weeks later, Edelstein began recruiting Mystics for Mysticism Services, and Cavalco accepted a position as the Archdeacon of Exorcism Services. The pair avoided each other, but the rivalry seemed to infuse these new congregations with enthusiasm, and they quickly came to be appreciated by field agents thanks to their unique support.

ADVERSARIES

(See Chapter 7 for more information)

Doomicus (Demon Spirit)

Demonspawn

CROSS INTO THE FUTURE

With these final changes, CROSS evolved into what it is today. Its various congregations provide an ample supply of agents and intelligence for their countless missions across the globe. McDonnell meets with the congregation heads often to plot the direction of the organization and to bring his personal views of the Pope's concerns into their plans. To this day, there is no official connection between the Vatican and CROSS and the Pope has never made any show of concern about the agency's existence or actions. McDonnell's vision became a reality, and in his mind, CROSS is the only thing between the Church's salvation and the ever-increasing evil in the world.

Chapter Two



CROSS Command Structure

CROSS COMMAND STRUCTURE

McDonnell knew he was operating outside of any boundaries he was afforded by the Church through his role as a cardinal. He created CROSS as a wholly separate entity from the Vatican and the Catholic Church and to further that design he created the agency as a civilian organization so it wouldn't be compared to military armies of the Vatican like the Corsican, Noble, Palatine, or Swiss Guards. The organization does use some naming conventions for its structure from both current and out-of-use titles from the Roman Catholic Church's hierarchy.

HOLY POSITIONS

CROSS has three executive level positions that directly command the archdeacons.

The highest ranking executive, The Holy Liaison to the Vatican, spends the majority of his time outside of CROSS collecting data used to formulate future CROSS missions. When interfacing with CROSS, the Holy Liaison works mostly with the Holy Father.

The Holy Father and Holy Mother are peers underneath the Holy Liaison, but they generally defer to one another's authority in the areas they are assigned below:

The Holy Father directs the archdeacons on where they should focus their daily efforts and delivers missions from the Holy Liaison. Unless specified by the Holy Liaison, the Holy Father priorities missions for the agency.

The Holy Mother focuses on training, recruitment, and morale.

The Holy Father and Holy Mother are referred to by their title and McDonnell, the Holy Liaison, prefers to be simply called "Cardinal."

ARCHDEACONS

The archdeacons command the rank and file of CROSS guiding them during their performance of daily business, field operations, and managing any branch issues in the organization.

The archdeacons are referred to as "Archdeacon <Insert Surname>" unless they have a Holy designation like "Father."

CONGREGATIONS

Each archdeacon presides over a congregation. Each congregation contains ten to twenty deacons. Congregations are broken up by the work they perform which include the functional areas of Exorcism, Finance, Logistics, Information, Medical, Mysticism, Information, Strategic Operations, and Technology.

DEACONS

Deacons are the most abundant of the management personnel. Deacons are encouraged not to micro-manage their staff and to delegate. Deacons are not supposed to do fieldwork or research but are encouraged to provide direction and advice to empower those below them.

Each deacon commands up to one thousand subdeacons. Deacons are referred to as "Deacon <Insert Surname>" unless they have a Holy designation like "Father."

SUBDEACONS

Underneath the deacons are the remainder of CROSS personnel. There is no hierarchy or ranks amongst subdeacons. Officially, "Subdeacon" is the correct honorific title for these people. However, subdeacons tend to use the titles common to the job they perform (e.g., Security Analyst, Nurse, Engineer, Surgeon, Agent).

FIELD AGENTS

Most field agents are subdeacons and come from the Congregation of Strategic Operations. However, Exorcism Services, Mysticism Services, and Technology Services also regularly assign their members as field agents.

EMBEDDED AGENTS

Specific missions may call for specialized subdeacons which can come from any congregation. Medical, biological, and forensics experts from the Congregation of Medical Services are common additions to a team and Engineers and IT professionals from the Congregation of Technology Services are also common.

SLEEPER AGENTS

Numerous CROSS agents have gone into deep cover, joining other organizations to spy on them or provide support for CROSS. Sleeper agents have infiltrated numerous government agencies and large financial organizations throughout the world.

SAFE HOUSE CONTACTS

CROSS maintains numerous safe houses throughout the world which act as temporary offices for agents to use when they are in a particular region for a mission. Safe houses and their contents are detailed at the end of this chapter.

THE MANGER

The command staff operates out of the Manger, the clandestine headquarters that McDonnell created underneath Vatican City. The Manger houses the command staff and the bulk of CROSS's full-time non-field agents.

OFFICE OF THE HOLY LIAISON TO THE VATICAN

JAMES MCDONNELL

HOLY LIAISON TO THE VATICAN

OFFICE OF THE HOLY FATHER

BATUMBA WANATAMA

HOLY FATHER

OFFICE OF THE HOLY MOTHER

SISTER MARY SHOTKOSKI

HOLY MOTHER

CONGREGATION OF STRATEGIC OPERATIONS

ANTON MAROLF

ARCHDEACON OF STRATEGIC OPERATIONS

CONGREGATION OF LOGISTICAL SERVICES

VIKTOR BELIKOV

ARCHDEACON OF LOGISTICAL SERVICES

CONGREGATION OF FINANCIAL SERVICES

RENALDO MANGINI

ARCHDEACON OF FINANCIAL SERVICES

CONGREGATION OF TECHNOLOGY SERVICES

ANDROMEDA STARLIN

ARCHDEACON OF TECHNOLOGY SERVICES

CONGREGATION OF MEDICAL SERVICES

ANDRE GRENIER, MD

ARCHDEACON OF MEDICAL SERVICES

CONGREGATION OF INFORMATION SERVICES

DAVID MICHAEL PETERS

ARCHDEACON OF INFORMATION

CONGREGATION OF EXORCISM SERVICES

COSIMO CAVALCO

ARCHDEACON OF EXORCISM SERVICES

CONGREGATION OF MYSTICISM SERVICES

EFRAN EDELSTEIN

ARCHDEACON OF MYSTICISM SERVICES

INTERACTIONS WITH OTHER AGENCIES

In general, because CROSS is a clandestine and unsanctioned organization, it is not officially recognized by any world government, including Vatican City and Italy. However, most of the world's spy organizations know of CROSS's existence and are aware that it operates out of Rome. No direct communication ever occurs between CROSS and other agencies, but there are individuals within these organizations that will interact with CROSS at various levels. Most archdeacons have contacts from previous positions they have held in the past (refer to the backgrounds later in this chapter). CROSS has even planted double-agents in more dubious organizations to keep tabs on them. (GMs, See **Secrets of CROSS**, page 93)

HOW TO CONTACT CROSS

Donors and safe house contacts have a contact within CROSS's command staff that ultimately connects them to the Manger. Their issue is processed and turned into a mission based on validity and urgency.

OFFICE OF THE HOLY LIAISON TO THE VATICAN

The Office of the Holy Liaison to the Vatican is defined as the conduit between the Holy See (The Pope) and CROSS. The main duty of the Liaison is to carry the Pope's prayers, concerns, and wishes back to CROSS and turn them into missions. Since the Pope has no direct knowledge of CROSS or its personnel, it is sometimes the Holy Liaison's job to interpret the Pope's words into action.

CARDINAL JAMES MCDONNELL

James McDonnell is the first and current Holy Liaison to the Vatican. McDonnell defines his role as both the leader of CROSS and the compass of the organization. His main task is to create the agenda for CROSS based on the Pope's concerns and current events. He is in contact with the Holy Mother and Father daily and with the archdeacons weekly to guide the direction of the organization.

BACKGROUND

James McDonnell was born into a Catholic home in Belfast, Northern Ireland. The country was in the grip of escalating violence between elements of Northern Ireland's nationalist community, those that mainly self-identified as Irish and Roman Catholic, and its unionist populous, those that mainly identified themselves as British and Protestant.

James was present for the 1969 riots. He and his family were forced from their home when a unionist mob burned homes on their street. James's father led them to the Clonard Monastery hoping that they would be safe there for the night. Unfortunately, the mobs were on the move and some used the cover of the riots to loot and commit other crimes. At Clonard, a mob broke into the school where woman and children were staying for the night and started a fire. Father Egan rounded up anyone he thought could help, including the older teen boys, to confront the thieving rioters and it was here that McDonnell saw firsthand how evil men can become.

Following the sound of a woman's scream, McDonnell stumbled into the kitchen to discover one of the mob assaulting a mother James knew from his own street. Another rioter grabbed James and tossed him hard into a counter. The assault continued, but the men ignored James as they finished their heinous deed until they noticed James with a rifle set aside during the assault. The men laughed and taunted him thinking he would never be able to pull the trigger. The next thing anyone knew, the smell of gunpowder permeated the air and the rapist laid dead. The others in the mob bolted leaving the school.

The others from Clonard had put out the fire and were helping some of the women and children they had found hiding throughout the school. Eventually, they all returned to the monastery and dawn came.

McDonnell wondered the monastery trying to find meaning in the violent events of the night when he ran into Father Eran. The father thanking James for his help and told him he was about to head to the police to talk to them about the riots. "With God's help, I will make sure these horrific riots do not continue another day."

James watched the priest buckle down yet again to help his people and he knew he wanted to follow in those footsteps and become a priest. McDonnell entered the priesthood, excelled at seminary school and did well at all of his assignments, finally gaining the title of Cardinal and a post at the Vatican itself. The rest, as they say, is history.

NAME James McDonnell **RACE** Human
RANK Legendary **ROLE** Inquisitor

AGILITY d8 SMARTS d10

Fighting	d10	Investigation	d10
Shooting	d8	Knowledge (Theology)	d12
Stealth	d8	Knowledge (World Security)	d10
		Notice	d10
		Streetwise	d8
		Taunt	d8

SPIRIT d10 STRENGTH d8

Faith	d8	Climbing	d4
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Intimidation d10

Persuasion d10 VIGOR d8

CHARISMA	—	PACE	6
PARRY	7	TOUGHNESS	6

EDGES

Arcane Background (Miracles)	
Brawler	Connections
Investigator	Level Headed

HINDRANCES TYPE

Obligations	Major
Stubborn	Minor
Vow (To protect the flock)	Minor

MIRACLES

Confession	Fear of the Lord
Illuminate	Speak in Tongues

GEAR

SIG Pro



CAMPAIGN USE

6 Adding McDonnell to an adventure will immediately increase the importance of a mission and, likely also everyone's anxiety levels, as he is a relentless perfectionist that will always tell you when he is disappointed in your choices.

PERSONALITY/MOTIVATION

James fights for a day when no one can persecute his fellow Christians any longer. While he is willing to help anyone in the world deal with persecution, his driving force is to protect good Catholics even when The Church will not act.

QUOTE

A day you do not take action is a day wasted.

OFFICE OF THE HOLY FATHER

Taking orders from only the Holy Liaison, the Holy Father along with the Holy Mother commands the daily life of the hierarchy of CROSS. The Holy Father concentrates on direction of the archdeacons and delivers missions from the Holy Liaison. Unless specified by the Holy Liaison, the Holy Father prioritizes missions for the agency. He presides over the Synod of Archdeacons which convenes bi-weekly, and more often if needed.

ENZIO RODRIQUEZ

The first Holy Father was Enzo Rodriquez, the Archbishop of Mexico City. Rodriquez had a very aggressive management style. When Rodriquez was hired, McDonnell required that Archdeacon Marolf report to him which Marolf felt was a step down as he previously reported to McDonnell and together they debated the operation of the organization and how to handle missions. He required absolute obedience and didn't allow questions about his orders which immediately put Marolf at odds with Rodriquez. The pair never were able to resolve their issue before Rodriquez disappeared. He returned home to Mexico for Christmas Mass and wasn't seen again. CROSS has been unable to find any clues about his whereabouts.

BATUMBA WANATAMA

The current Holy Father is the African activist, Batumba Wanatama. Wanatama was a Catholic missionary for nearly twenty-five years and now in his sixties, providing CROSS with some interesting perspectives on the effects of poverty, terrorism, and dictatorships.

While still off-put by losing his position in the CROSS hierarchy, Marolf couldn't deny the vast experience Wanatama had before joining CROSS. In the end, he came to respect Wanatama and they have a good working relationship. Holy Father Wanatama tends to trust his archdeacons and is mostly hands-off during day to day operations, but has no problem staying in the Manger for hours during a crisis.

BACKGROUND

Batumba Wanatama grew up in South Africa in the Province of Natal which is now part of KwaZulu-Natal. He was born in the homeland of the Zulu people and grew up with Zulu stories of bravery, defiance, and battle. Wanatama's teen years were overshadowed by the National Party which governed South Africa and implemented its apartheid rules. Under apartheid, the Zulu were treated like third-class citizens and were forced to live in designated areas called Bantustans. Whenever the Zulu displayed any opposition to their treatment, the government hit them hard.

As he watched his people oppressed, beaten and sometimes

killed, Wanatama wished he could do something. Those thoughts led him into contact with members of the African National Congress's (ANC) military arm. The ANC turned away from its peaceful ways and began using terrorist methods against the apartheid government. Wanatama became a terrorist under the direction of the ANC. Wanatama went on numerous missions for the ANC leadership, even for Nelson Mandela himself. He spent two decades planting car bombs and assassinating pro-apartheid officials. Whenever the ANC's peaceful methods would fail, Wanatama would be called to action.

Finally, the international community began to turn against the apartheid government and the ANC came into power, dismantling the apartheid regime. The organization Wanatama devoted himself to finally managed to end the tyranny, and all the blood on his hands was indeed spilled for the greater good.

Wanatama took a civilian job and started a family. After standing on the sidelines for so many years, he now had a new vantage point from which to watch his country. At first, he saw all the good that his sacrifice helped bring about, however, after several years he began to see the bad. The group that he had helped to power had now become the bully. Stories of corruption and criminal activities became the norm when speaking of the new South African government.

Jacob Zuma came to power and had one criminal charge after another aimed at him. How could all of those accusations be false? Then, the final offense came. White farmers were being tortured and killed. After thousands of farmers were murdered, what did President Zuma do about it? He sang a controversial song that most white South Africans believe meant to "kill the farmer."

Wanatama was crushed, feeling like everything he had done was to waste. All the blood was spilled for nothing, as all he had done was switch the color of oppression from white to black.

Six days later, James McDonnell came into his life. It took some convincing, but Wanatama soon accepted the job as Holy Father of CROSS. This time he would be in control of the organization of change and not just be a cog in its machine.

NAME Batumba Wanatama **RACE** Human
RANK Legendary **ROLE** Crusader

AGILITY d8 **SMARTS** d8

Driving d8 Investigation d8

Fighting d10 Knowledge (Battle) d8

Shooting d8 Notice d8

Stealth d8 Repair d6

Throwing d8 Streetwise d8

Survival d8

SPIRIT d8 **STRENGTH** d4

Persuasion d8 Climbing d6

VIGOR d8

CHARISMA — **PACE** 6

PARRY 7 **TOUGHNESS** 6

HINDRANCES **TYPE**

Anemic Minor

Hard of Hearing Minor

Vow (Fight bigotry) Major

EDGES

Command Natural Leader

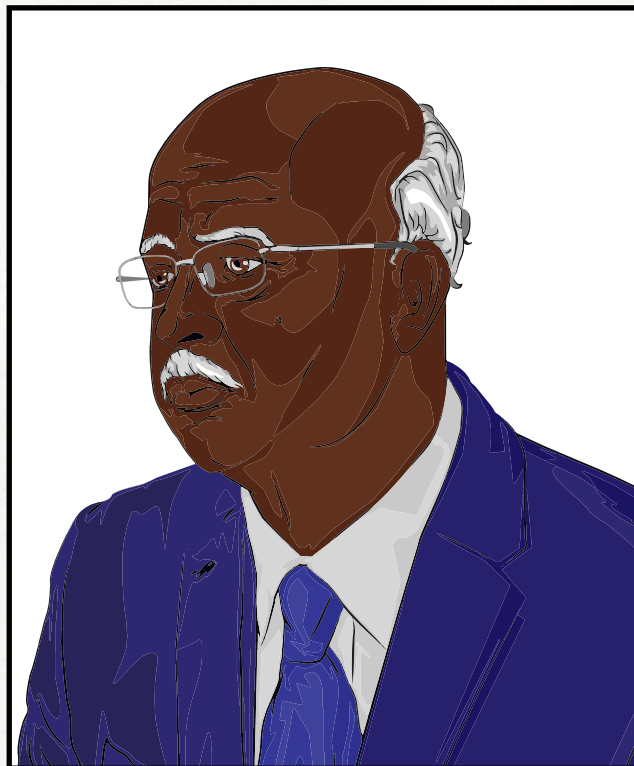
Nerves of Steel Tactician

GEAR

SIG Pro

QUOTE

We are the soldiers of God.

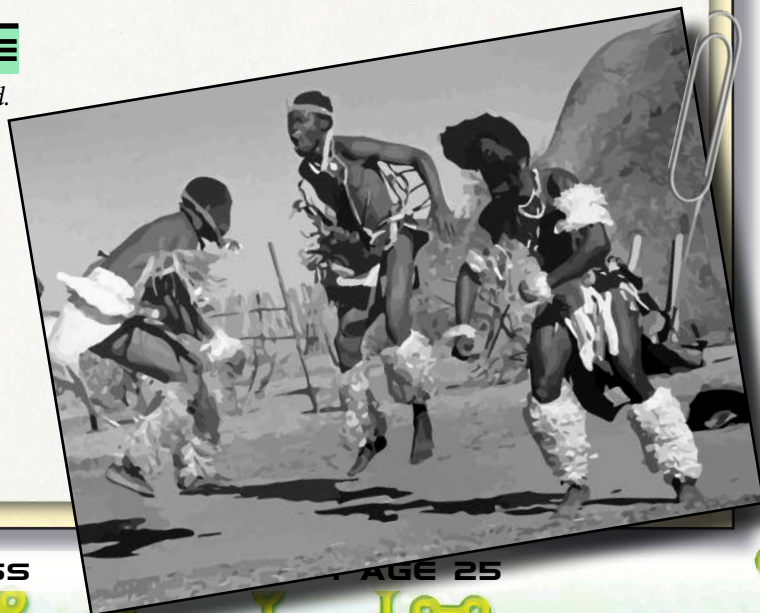


PERSONALITY/MOTIVATION

Batumba wants no less than to wipe out bigotry from the world. He is a realist and knows that this is likely impossible so he has taken it upon himself to shield as many as he can from the effects of bigotry. He joined CROSS to do just that.

CAMPAIGN USE

Batumba is a fountain of information on terrorism, rebellion, and guerrilla tactics. Consult him for information when going on missions against these sorts of adversaries.



OFFICE OF THE HOLY MOTHER

Taking orders from only the Holy Liaison, the Holy Mother along with the Holy Father commands the daily life of the hierarchy of CROSS. The Office of the Holy Mother focuses on training, recruitment, and general morale of CROSS.

SISTER MARY "SHOTGUN" SHOTKOSKI

The current Holy Mother is the French sister, Juliette Shotkoski. Juliette provides tenacity for the CROSS organization. She promotes a "Keep going no matter what" and "there is always a way" attitude to all aspects of CROSS life.

BACKGROUND

Juliette was born in Paris to Nicole and Philip Bettencourt, relatives of the Bettencourts that launched cosmetics giant, L'Oréal. Philip was a lawyer but was also a businessman, far more interested in risking his money on the "next big thing" than anything written in his law books. This interest led to Philip meeting numerous entrepreneurs, politicians, and investors and, eventually, to meet members of the right-wing organization, Action Française. Philip hated the then-current government as he felt it stifled his business plans, and was enthralled by Action Française's desire to see the leadership of France back in the hands of the monarchy. Philip joined Action Française and a week later was marching along with his wife in what became known as the 6 February 1934 Crisis. This anti-Parliamentarism street demonstration in Paris started with demonstrators marching on the Place de la Concorde, a public square steeped in French political significance dating back to the monarchy. Police confronted the demonstrators, and a riot ensued. Some demonstrators were armed, and the police fired on the crowd, killing 16 and injuring thousands. Nicole died at the scene, and Phillip succumbed a short time later from his wounds.

Juliette's aunt, a nun, took the teen to her convent, beginning Juliette's new life serving God. Juliette joined the order with the intention to be a religious sister rather than a nun. This allowed Juliette to serve the community rather than serving God in prayer and worship away from the majority of humanity. Juliette decided to see the whole world as her community and began to travel and "do good works."

Bouncing around through various countries, she offered her help to hospitals, prisons, and orphanages. Eventually, she took a position at the Vatican. Always looking for a new experience, she attended the training of new Swiss Guardsmen and met Szymon Shotkoski. He was there to train the troops on marksmanship, and he was a great instructor. Szymon told the men that he could teach anyone to shoot and Juliette took up his challenge and asked to join in on the lessons. Swiss Guard leaders initially refused, but the Pope was interested in sending a team

to the Olympics and having a teacher like Szymon already available made good sense. Eventually, this led to the creation of the Vatican Women's Rifle Team. While many were unhappy with the image of "Nuns with guns", they knew the Pope endorsed it and so kept their displeasure private. Juliette was a natural and led the team to several regional shooting championships. Sadly, violent events like the Spanish Civil War, the Nazi annex of Austria, and the invasion of Czechoslovakia all added to the pall that hung over Europe in the late 1930s. A small group of Cardinals convinced the Pope that he should be promoting peace and not glorifying weapons of war. Heeding their concern, the Pope disbanded the Vatican Women's Rifle Team in 1938.

Juliette understood the Pope's decision but decided it was time for a change. During her rifle instruction, Szymon told Juliette of the plight of the poor in Poland, and she decided to lend them her support. She met up with Szymon once again and joined a nearby monastery supporting the community every way that she could. In the evenings, she resumed her sharpshooter training and learned other urban combat and sniper tactics as well. While having a deep love of serving the Lord, her affection was deepening for Szymon.

Shortly after their reunion, Germany invaded Poland and World War II began. Both Juliette and Szymon joined the Polish resistance and were busier than ever in their respective areas. As the Nazis closed in, their love blossomed, and Juliette denounced her vows and married Szymon in a private wedding. There would be no honeymoon as Szymon would be heading out for a Nazi assassination mission the following morning. Sadly, Szymon never returned. Juliette once again felt all alone as she had when her aunt told her that her parents had died. As before, she went back to the convent in France and locked herself away for weeks. The Abbess of the convent eventually went to see her and disciplined her for her self-pity. The Abbess's words woke Juliette up to her reality and the pain that the rest of the world was feeling. The following day she joined the French resistance, leaving her life with the Church behind her and taking on Szymon's role of marksman and assassin.

Juliette went on to assassinate several Nazi officials in four countries and was awarded the Médaille Militaire after World War II ended. Over the next three decades, Juliette lent her riflery expertise to numerous groups including governments, resistance groups, the Jesuits, and eventually CROSS. Her path in life has cost her family, love, and eventually her arm and eye. She is technically the first cyborg to work for CROSS with a replacement hip and spinal discs as well as nearly ten pounds of plates, rods, and screws.

It was Batumba Wanatama who recruited her into CROSS. He saw much of himself in Juliette and wanted to instill her attitude of perseverance into the members of CROSS. He knew how ravaged her body was and offered her a way to help the world without further bodily risk. As a leader, mentor, and trainer, he felt that she could provide drive to the membership of CROSS that would generate far more good than she could do on her own.

NAME Juliette Shotkoski **RACE** Human
RANK Legendary **ROLE** Palatine

AGILITY d8 **SMARTS** d10

Fighting d10 Investigation d10

Shooting d12 Knowledge (Theology) d10

Stealth d8 Notice d6

Streetwise d8

Taunt d8

SPIRIT d10 **STRENGTH** d8

Intimidation d8 Climbing d4

Persuasion d10 **VIGOR** d8

CHARISMA -3 **PACE** 6

PARRY 7 **TOUGHNESS** 6

HINDRANCES **TYPE**

Death Wish Minor

Mean Minor

One Eye Major

EDGES

Hard To Kill Marksman

No Mercy Trademark Weapon

PERSONALITY/MOTIVATION

Sister Juliette Shotkoski is assumed to be a stereotypical ruler-wielding knuckle-rapping nun. She would laugh at this and add "T'd be those knuckle-rappers worst nightmare."

CAMPAIGN USE

Juliette will not hesitate to offer information, training, and, obviously, her opinions in her own special, brutally honest way.

GEAR

Karabin wzor 98a Rifle (Range 24/48/96, Damage 2d8, AP 1, RoF 1, Shots 5)



QUOTE

"Inaction is the Devil's rifle."



ARCHDEACON OF STRATEGIC OPERATIONS

Archdeacon Marolf runs the Congregation of Strategic Operations and is in charge of recruiting, training and guiding its men on missions for the Holy Father. This position holds control over about eighty percent of the field operations within CROSS. Marolf also holds command over any field work done by other divisions if there is a chance for combat activity.

ANTON MAROLF

Anton Marolf, from Switzerland, was the first person appointed to this position and still holds the title. He is a career military man and runs his division much like the Swiss Army. He is a major proponent of the multi-division teams and often makes requests to have various disciplines on his missions. For the most part, the other archdeacons are content to oblige the requests but dislike the fact they lose control of their members for those missions.

BACKGROUND

Anton Marolf was the youngest of eight boys born into a military family. While all able-bodied men are required to join the military in Switzerland, the Marolf family has committed to military careers since Anton's great-great-grandfather committed to a life in the service.

While all the rest of the Marolf men wanted to be in the Swiss Armed Forces, Anton desired to be part of the Swiss Guard, a small force tasked with protecting the Pope and Vatican City. After several years in the Swiss Army, Anton was accepted as a Swiss Guardsman and began his service.

In 1981, while on duty in Saint Peter's Square, Marolf noticed a man acting strangely just as Pope John Paul II entered the square to greet the crowd. Anton confronted the man causing him to run off into the crowd. Seconds later gunfire erupted and the pope was shot.

It turned out that the man was Oral Çelik, another gunman plotting to kill the Pope, but was scared away by Marolf. Amazingly, Pope John Paul II survived the assassination attempt and eventually awarded Marolf the Benemerenti medal, for his service to the guard, the Vatican, and the Holy See.

After that, Marolf rose through the ranks to become the Oberstleutnant or Lieutenant Colonel of the guard. Anton was thought to be next in line to become the commandant of the guard when he decided to return to Switzerland and lead the training of the future guardsmen.

Part of Anton's motivation to return to the Swiss Armed Forces was that he would be allowed to participate in international missions with other foreign military and agencies to learn new techniques to improve the Swiss Guard training.

Marolf became part of Switzerland's clandestine Projekt-26 charged with countering an invasion of Switzerland. P-26, SAS, and MI6 had struck a deal to provide clandestine training inside and outside of Switzerland to enable P-26 to have the skills to handle any foreign invasion force. This was the exact sort of training Marolf required and went on his first mission with them to destroy a known Provisional Ireland Republic Army (PIRA) weapons cache. The mission was expected to be lightning fast and end without casualties.

The mission went off by the numbers. The factory was devoid of life, and the building plans were accurate. In no time, the explosives were planted, and the signal was given to evacuate the building. As the team approached the primary exit, gunfire erupted. Somehow, the PIRA had discovered them. The team scattered to find cover, and the SAS agents returned fire. Explosions ripped through the warehouse sending the team running to escape the collapsing building.

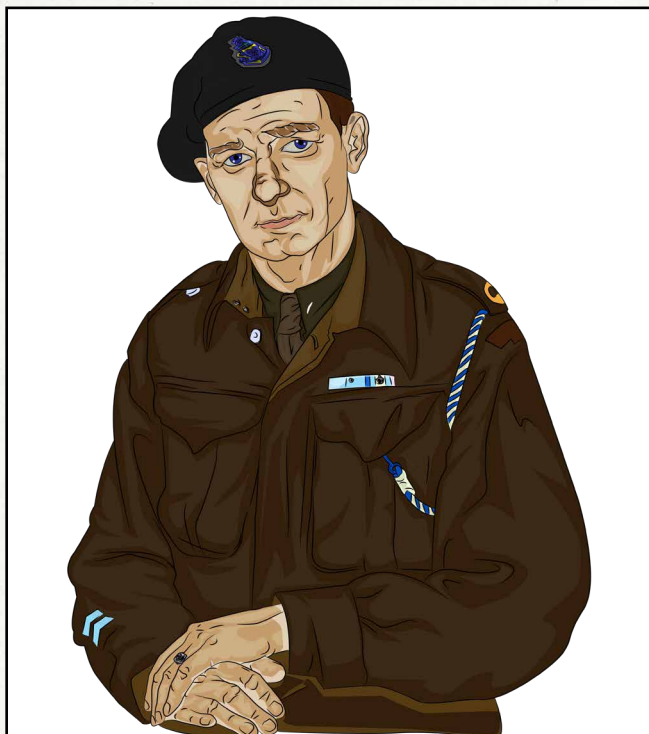
As Anton got his bearings again he saw a shadowy figure sprint across the road with two large duffel bags and enter the parish next door. Fearing that this person would cause more trouble for his besieged team, Anton followed him into the parish. Hearing a sound nearby, he moved to the last room at the end of the hall. Inside, he could see the man from the road, all in black except for his locks of bright red hair.

The man lifted an access panel from the wood floor and lit a lantern he pulled out from the space. The golden light illuminated the man's face and revealed his priest's collar. Slowly and carefully he placed large, long bags into the secret storage compartment and then closed it up before sitting down on the ground exhausted. Anton continued to watch the man for a bit before leaving as quietly as he entered.

He rendezvoused with his team near the dock and the SAS man told him that some arms were not accounted for. He asked Marolf if he found anything in the parish. At the time Anton wasn't sure why but he simply said no.

All in all, the mission was considered a success. However, Anton returned to Switzerland a changed man. He kept thinking about the priest hiding those weapons. What made him do that? Marolf knew the plight of Catholics in Northern Ireland; the British were not kind to Catholics in the country. Anton reasoned that, perhaps, this priest was just protecting the flock.

The P-26 dissolved soon after the mission and Marolf returned to training the new recruits. While neither Marolf or McDonnell knew they were at the parish together that day, they discovered it years later. McDonnell was looking for a commander for CROSS and while following Marolf through his Swiss guard career decided that Anton was something special. One fateful day, McDonnell entered Marolf's life again and offered him the job of a lifetime—to protect the flock anywhere in the world.



NAME	Anton Marolf	RACE	Human
RANK	Legendary	ROLE	Palatine

AGILITY	d10	SMARTS	d8
Driving	d10	Investigation	d8
Fighting	d10	Knowledge (Battle)	d8
Piloting	d10	Notice	d8
Shooting	d12		
Stealth	d8		
Throwing	d8		
SPIRIT	d8	STRENGTH	d8
Intimidation	d8	Climbing	d6
Persuasion	d6	VIGOR	d8
CHARISMA	—	PACE	6
PARRY	7	TOUGHNESS	6

PERSONALITY/MOTIVATION

Marolf is an unflappable military officer that operates with poise and diplomacy in public situations. In private, with his staff, he can be passionate, stubborn, and aggressive when crusading for approval for his objectives.

CAMPAIGN USE

Anton will brief the agents on high profile missions and will often directly provide them need-to-know information of a highly secret nature.

QUOTE

"There is no reason for war if you don't have a plan for afterward."

HINDRANCES TYPE

Loyal	Minor
Stubborn	Minor
Vow (Obligations)	Major

EDGES

Command	Hold the Line!
Leader of Men	Level Headed
	Tactician

GEAR

SIG Pro
SIG SG 550 Rifle w/ SIG GL 5040

ARCHDEACON OF LOGISTICAL SERVICES

The Archdeacon of Logistical Services leads the Congregation of Logistical Services and is responsible for all of CROSS's possessions including vehicles, weaponry, surveillance gear, and real estate. This congregation also handles finding and hiding items based on the needs of the organization. They know how to fleece the world of what the organization needs by talking to the right people and making the right deals. They don't do the spy stuff and definitely not the archaeological research, leaving that up to the Congregation of Intelligence.

VIKTOR BELIKOV

Viktor Belikov is the first and current Archdeacon of Logistical Services. This congregation was split from Mangini's Congregation of Financial Services when McDonnell hired Viktor. Mangini isn't a fan of Viktor, because while he can put just about anything in the hands of the requester, the cost is usually high. When Viktor busts Mangini's budget, all he will say is, "Is not fair price, Mangini? You get what you pay for."

BACKGROUND

Viktor Belikov was born in Kiev, Ukraine, a large industrial Republic of the Soviet Union. His father, Oleksandr, worked twelve hours a day in a munitions factory, but it was what he did on nights and weekends that made him special. Olek was an underground priest of the Ukrainian Greek Catholic Church which was outlawed by the Soviet government. Olek and others like him risked their lives to help their secret congregation continue practicing their religion. Viktor's mother, Levina, took care of the family home and also helped in the church when needed. Viktor participated as an altar boy in the secret catacombs of his father's congregation during services.

Sadly, the Church's persecution continued with raids and arrests of more outspoken priests and some of their members. Then, just after Viktor joined the Soviet Armed Forces for his mandatory service, he got word that the KGB had severely beaten his father. Viktor hurried back to Kiev, but he wasn't able to say goodbye before his father succumbed to his injuries. Viktor attempted to comfort his mother, but she just wasn't the same after that. Levina began to waste away, becoming bed-ridden, and eventually dying. He watched his mother die and was powerless to stop it. He vowed to make something of himself and never be a victim like his parents. After his mother's death, he put himself completely into his military career. Viktor gladly reenlisted when his mandatory service time was up and was lucky enough to get accepted into the Military Institute of Foreign Languages. Graduating from the institute allowed him to get work as an interpreter and set him up well for a post-military career.

When the Soviet Union fell, Belikov got out of the military and, using some family inheritance and the strong military contacts

he had made over the years, built a small air cargo company. Still having a bit of his father in him, Viktor used his company to transport goods to anyone that needed them, especially those persecuted religiously or politically. In time, Viktor became known for being able to deliver just about anything to anywhere in the world. This ability began to attract the attention of clients with deep pockets. Viktor quickly realized that what he was accomplishing was unique. He was eclipsing his father and his country, and he would never feel persecuted again. Viktor took on more and more clients and did not turn away even the business his father would have disliked. Viktor was swept up in his own ego. He was the man that could make any deal, move any cargo. He didn't care what it was or who the client was – he just wanted the money and the challenge. On any given day, he might deliver frozen chickens to Africa, rocket launchers to Colombia, or BMWs to Venezuela. Then, returning from a meeting in Mali, his plane ran into trouble. Two of the four engines suddenly failed. The pilot began emergency procedures and Belikov rushed to the window to get a visual on the engines. Flipping up the shade, he expected to see a smoking engine but, instead, a piercing light burst into the cabin. He recoiled in pain, tumbling over the seats into the aisle. He opened his eyes and felt them burning – worse yet, he could not see. He rubbed his eyes and reopened them with no improvement. Pulling himself to his feet, he began to head for the cockpit. Then a voice stopped him in his tracks.

"Viktor, Viktor, why do you persecute me?"

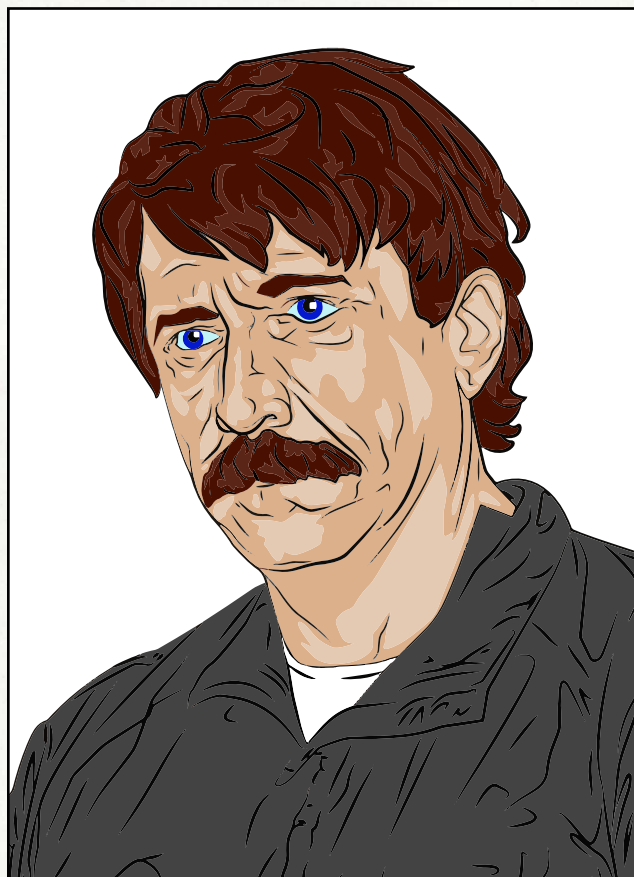
Viktor knew the line, it was very familiar. These were the words that Jesus spoke to Saul on the road to Damascus. The words that eventually led Saul to change his name to Paul, stop persecuting the early Christians, and become one of the most important evangelists for the Christian church. The voice continued, "You, my son, are a criminal, but there is hope yet. Our people are going to be tested again, and I need you to protect them. You, I can tell, are a cynic, so you will need a miracle to believe again. My son, do good things and you will have your sight back." The voice was gone, and its sound was replaced with the familiar hum of all four airplane engines. The pilot was utterly bewildered when Viktor came storming into the cockpit rambling loudly about failed engines, bright lights, strange voices, and blindness. The crew had not witnessed any of the things that Viktor was babbling about, but they calmed him down and got him back to Kiev. Over the next week, Belikov met with several doctors and had many tests. He had no vision whatsoever, and no tests could determine why. One doctor told him it was likely all in his head. Reluctantly, Viktor reached out to Father Khalski, a local priest, and met him at the parish he served. Viktor told him about his encounter on the plane and Father Kahlski told him how efforts were underway by the government to persecute the Church once again and maybe this event was intended to enlist his help like his father once did for the faithful. Finding no other options,

Viktor began to help the members of the Church. First supplies, then money, and eventually international advocates, Belikov attempted to provide everything he could to help defend the Church by this new government persecution. Then months later, one fateful Sunday morning, Viktor awoke from a dream to find his eyesight restored and one phrase running through his head, "Do good things."

In the weeks and months that followed, Viktor retooled his organization, monitoring the politics and religious aspects of any deals going forward. He made some real enemies as he cut off various clients he had made lucrative deals with over the years.

It was at this time that Father Khalski contacted him again. He wanted him to meet a Catholic Cardinal by the name of James McDonnell. If there was ever a platonic match made in Heaven, this was it. Viktor's organization was a perfect fit for what CROSS needed. Viktor's knowledge of back-channel airways and local contacts fit the need for CROSS's growing slate of missions.

At first, CROSS was just a client, but it wasn't long before Viktor saw the huge need that CROSS had for a good logistics man and he ended up taking the position of Archdeacon of Logistical Services. Having access to CROSS training instructors, Viktor was ordained as a priest to complete the circle of being an underground priest like his father before him.



NAME	Viktor Belikov	RACE	Human
RANK	Heroic	ROLE	Judas Agent

AGILITY	d8	SMARTS	d10
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Fighting	d8	Investigation	d8
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Shooting	d12	Knowledge (World Politics)	d10
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Stealth	d8	Notice	d10
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Streetwise	d10
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SPIRIT	d10	STRENGTH	d6
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Intimidation	d8
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Persuasion	d10	VIGOR	d4
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CHARISMA	—	PACE	6
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PARRY	6	TOUGHNESS	4
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PERSONALITY/MOTIVATION

Viktor has embraced his father's role in helping his congregation to persevere persecution, but he is doing it on a grander stage through CROSS. One tricky thing in dealing with him is that he cares very little for laws and regulations that hinder him from doing the moral good.

HINDRANCES

Code of Honor	Major
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Enemy	Minor
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Wanted	Minor
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EDGES

Connections	Linguist
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Luck	Marksman
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Scavenger

CAMPAIGN USE

Viktor is CROSS's logistics master. If there is ever a need for logistical arrangements on or off the CROSS radar, Viktor is the man for this. He is also an expert when it comes to the current hot spots in the world. He still runs his own cargo business on the side keeping up the appearance of the criminal he once was.

QUOTE

"You want to get what? Impossible. For anyone else but me, that is."



ARCHDEACON OF FINANCIAL SERVICES

The Archdeacon of Financial Services leads the Congregation of Financial Services and is responsible for all of CROSS's financial dealings, including discretely managing donations, investments, and purchasing.

RENALDO MANGINI

Renaldo Mangini is the first and current Archdeacon of Financial Services. He is currently the president of the CCC (See **Money**, page 12) along with his role in CROSS. As the Archdeacon of Financial Services, he now handles all the finances for CROSS and his vast array of connections allow him to find donors that are sympathetic to CROSS's agenda.

BACKGROUND

Renaldo Mangini was the son of parents that were both opera singers. For most of his life, Renaldo traveled with them from city to city and lived a poor, but musical life. However, in the late 1960s, the pair became a famous opera duet, becoming very rich. Renaldo began researching how to invest his parent's money after they proved to be poor at managing it. After some successful investments, his parents sent him to the University of Milan to get a degree in Finance. From there he began a career in finance providing for his parents until their death, funding numerous entrepreneurs, and sharing his financial success through various philanthropic endeavors. It was through one of those endeavors that McDonnell and Mangini became business associates and good friends.

NAME	Renaldo Mangini	RACE	Human
RANK	Veteran	ROLE	Judas Agent

AGILITY	d8	SMARTS	d10
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Boating	d8	Investigation	d8
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Lockpicking	d6	Knowledge (Financial World)	d10
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Shooting	d6	Notice	d10
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		Streetwise	d10
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SPIRIT	d8	STRENGTH	d6
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Intimidation	d8		
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Persuasion	d8	VIGOR	d8
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CHARISMA	—	PACE	5
PARRY	2	TOUGHNESS	7

HINDRANCES

TYPE

Arrogant	Major
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Cautious	Minor
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Obese	Minor
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EDGES

Connections	Filthy Rich
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PERSONALITY/MOTIVATION

Renaldo created the CCC to provide a way to directly help the Catholic population he holds dear. While his intention is to help others, he can be arrogant thinking that he knows the best way to do so.

CAMPAIGN USE

Mangini is a shrewd businessman and may be able to help the agents detect fraud, scams, embezzlement, identity theft, money laundering, forgery, and counterfeiting. If the agents need a significant amount of money for a mission, he may be a necessary contact.

QUOTE

"Finance is about more than making money. It's about achieving our goals and supporting those we care about."

ARCHDEACON OF TECHNOLOGY SERVICES

The Archdeacon of Technology Services leads the Congregation of Technology Services and is responsible for creating CROSS's unique weapons and equipment. This includes the Iron Shroud armor, cyborg components, and CROSS's other uniquely invented gear. This archdeacon is also in charge of all computers systems used by CROSS and also provides Holy Ghosts to the Archdeacon of Strategic Operations. The Archdeacon of Technology also shares responsibility for the systems in all vehicles maintained by the Congregation of Logistical Services.

DR. PAUL TSANG, MD

As detailed in the history of CROSS (see **Technology** page 13), Paul Tsang handled technology in the early days of CROSS as the Archdeacon of Technology Services. The Japanese yakuza murdered him for stealing technology from one of their companies — Konichiwa Technologies.

ANDROMEDA "ANDE" STARLIN

Shortly after Dr. Tsang's murder, McDonnell recruited Andromeda "Ande" Starlin, and she eventually rose to take Tsang's vacant spot. Unlike Tsang, Starlin was a technological genius and helped

the congregation design much of the unique gear the agency uses today. She was also a major contributor to the cyborg project adapting several of her designs for use as cyborg components.

BACKGROUND

Ande grew up in Penrith, west of Sydney with her mother and father. Her mother, Robin, was a nurse and her father, Ian, was an executive at the Reserve Bank of Australia.

Ande was a popular girl in school, performing in theatre productions, cheerleading, and beauty pageants. When she was sixteen, her father was indicted for embezzlement from the bank, the family's money was frozen, and their reputation was ruined. Ian killed himself just eight days after the story broke. Ande desperately loved her father and only knew of him as a righteous and honorable man.

Ande's mother tried her best to raise her daughter but ended up leaving her alone much of the time since she had to pull extra shifts in the ER at her hospital to make enough money to keep their home. Ande felt disgraced at school. Once popular, her friends and boyfriend pulled away from her during all the trouble with her father. Eventually, she turned to technology to fill the void. Cobbling together a basement full of sometimes illegal technology, she began to focus her life on technology and invent-



ing. After graduating high school, she landed a part-time job in a computer store and made enough money to take electronic and engineering classes in the evening. Rapidly, she became a voracious hacker and a gifted inventor of cutting-edge gadgets and weaponry.

She returned one night from class to find her mom with a man for the first time since her father's death. She couldn't stand to see her mother with anyone but her father. At the age of 19, she piled all of her electronics into a van and shipped it to London to begin a new life.

She worked three years for SIS as a counter cyberterrorism agent and continued her inventing part-time filing twenty-two patents. Unfortunately, due to the misunderstanding of a slang use of a specific Arabic word, sixteen agents that she guided to a terrorist cell were slaughtered in an ambush. SIS fired her on the spot. However, that very day Ande met James McDonnell and joined CROSS. Today she is the head of Technology Services.

CAMPAIGN USE

Ande will often have some gadgets with her and will try to leverage those in a fight. Her intimate knowledge of every piece of CROSS technical gear and her ability to utilize, weaponize and repair almost anything is an asset that any organization would find useful. Additionally, Ande is a great NPC to bring into an adventure to provide the agents with intelligence, equipment, and some good snarkiness. She can also cobble together the most amazing things from the most mundane.

NAME	Ande Starlin	RACE	Human
RANK	Legendary	ROLE	Holy Ghost

AGILITY d6 SMARTS d10

Driving	d6	Healing	d6
Fighting	d6	Investigation	d10
Piloting	d6	Knowledge (Computers)	d12
Shooting	d4	Knowledge (Engineering)	d12
		Notice	d8
		Repair	d8
		Streetwise	d4
		Taunt	d10

SPIRIT d6 STRENGTH d4

Intimidation	d6
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VIGOR d6

CHARISMA	-2	PACE	6
PARRY	5	TOUGHNESS	5

HINDRANCES TYPE

Mean	Minor
Vow (Obligations)	Major
Stubborn	Minor

EDGES

Gadgeteer	Hacker
McGyver	Mr. Fix It

PERSONALITY/MOTIVATION

Ande hides her well-to-do childhood and good looks with loud clothing, tattoos, body piercings, and a sarcastic and snarky demeanor. She will take most compliments poorly and will inject sarcasm into every conversation. Deep down, though, she is happy to be with CROSS. She loves her role and knowing that she is making the world a safer place to live.

GEAR

Dagger (Str+d4)
Kevlar Vest (+2, Covers torso only, negates 4 AP)
Loaded cross (Str+d4)



ARCHDEACON OF MEDICAL SERVICES

The Archdeacon of Medical Services leads the Congregation of Medical Services and is responsible for all of CROSS's medical personnel, procedures, and equipment. This includes coordinating with the Archdeacon of Technology Services on cybernetics which is installed by surgeons of the Congregation of Medical Services.

ANDRE GRENIER

Andre Grenier is the first and current Archdeacon of Medical Services. Grenier has a deep background in genetics (See **Medical**, page 13). His cutting-edge work has provided CROSS with several procedures to enhance human performance in the field and developed drugs to reduce rejection of cybernetics. He has also become an accomplished surgeon helping pioneer implant procedures to improve patient healing time.

BACKGROUND

Andre Grenier was born in Baltimore, Maryland to Annette Grenier, a successful social worker, and Phillip Grenier, a gifted surgeon. He was a happy kid, with a normative childhood. Unfortunately, Annette was diagnosed with leukemia when Andre was ten and died two years later. Phillip became more driven in his work, likely to avoid accepting the loss of his wife. However, he made sure to make breakfast for Andre every morning and bring him articles, books, and news from cutting-edge sources on the latest accomplishments in medicine. In his way, Phillip was laying out a path for Andre to follow that, while it won't allow him to save his mother, will enable him to save countless others.

Eventually, Andre became driven like his father, moving up the ranks as a practiced geneticist until he got a prized post at The Johns Hopkins Hospital, Baltimore, MD. Today, as an archdeacon, he has created a congregation that operates as an extension of his own hands, allowing him to accomplish many times over what he was able to do on his own.

PERSONALITY/MOTIVATION

Andre is an incredibly driven individual. He has become a sort of polymath of all disciplines that touch on biology. He lives to provide solutions to improve CROSS agents' healthcare in any way possible and to bring them home safe. He has had absolutely no social life outside of his laboratory lab or the operating room and is considered by some to be cold, but just lately, he seems to have taken a shine to Ms. Starlin.

CAMPAIGN USE

Andre is a great source for agents with any biological questions. He is also the one to deliver news on medical options after a significant injury.



NAME	Andre Grenier	RACE	Human
RANK	Veteran	ROLE	Healer

AGILITY	d8	SMARTS	d10
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Fighting	d4	Healing	d12
		Knowledge (Anatomy)	d10
		Knowledge (Genetics)	d12
		Notice	d6

SPIRIT	d10	STRENGTH	d4
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VIGOR	d6
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CHARISMA	—	PACE	6
PARRY	4	TOUGHNESS	5

HINDRANCES TYPE

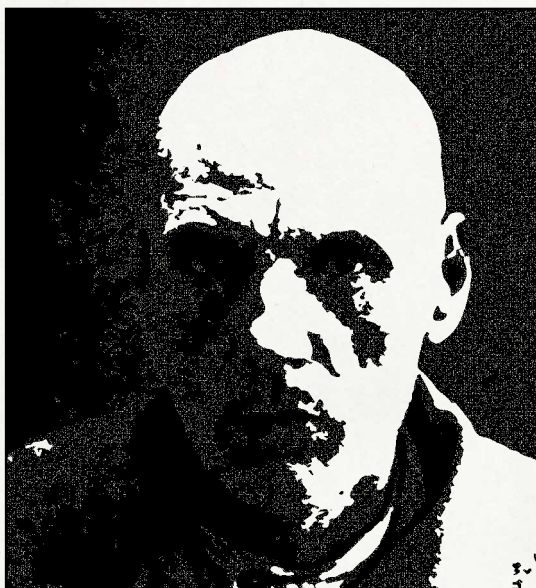
Cautious	Minor
Curious	Major
Quirk (Socially Awkward)	Minor

EDGES

Ambidextrous	Healer
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QUOTE

"Falling to rock bottom isn't the end, it is the beginning of the climb to remake yourself the way you wish you had always been."



ARCHDEACON OF INFORMATION SERVICES

The Archdeacon of Information Services leads the Congregation of Information and is the repository for all CROSS intelligence information, with unfettered access to all Catholic information resources, including the Vatican Secret Archives. Members of the Archdeacon's congregation process old and new intelligence information in support of ongoing missions.

MICHAEL DAVID PETERS

The current Archdeacon of Information Services is Michael David Peters. While not a fountain of endless knowledge himself, his ability to find the specific information needed is a key reason McDonnell offered Peters the post. Peters does not micromanage his team, instead counting on the many vital individuals below him to handle day to day operations. His team is loyal and in awe of his research skills, running the congregation smoothly and efficiently.

BACKGROUND

David Michael Peters will be happy to tell you that this is not his real name. No one in CROSS knows his real name, which he hasn't used in 42 years. "David" is quite new, joining a long line of 287 aliases that Michael has used during his lifetime. The dossier photo is the only known photo of the man.

What little has been discovered about or revealed by Peters is that he was born in Canada. His mother was in international sales. His father ran the household and home-schooled him. His mother would take him on business trips, and Michael would walk the streets around the hotel while his mother worked.

He loved these trips, not because of the new experiences, but because he would do anything to get away from his father. He was harsh and critical and sometimes violent.

At fourteen, Michael ran away from home and began a life of aliases, careers, cons, and adventures that continue today.

NAME	Michael David Peters	RACE	Human
RANK	Legendary	ROLE	Judas Agent

AGILITY	d8	SMARTS	d10
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Driving	d8	Gambling	d8
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Fighting	d6	Investigation	d12
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Piloting	d8	Notice	d10
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Shooting	d6	Streetwise	d12
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Stealth	d8	Survival	d10
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		Taunt	d8
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SPIRIT	d10	STRENGTH	d4
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Persuasion	d12	Climbing	d4
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Intimidation	d10		
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CHARISMA	+2	VIGOR	d6
PARRY	5	PACE	6
		TOUGHNESS	5

HINDRANCES

TYPE

Overconfidence	Major
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Vow (Poverty)	Minor
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Wanted (CIA)	Minor
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EDGES

Attractive	Connections
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Linguist	Strong Willed
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PERSONALITY/MOTIVATION

Peters speaks with a soothing voice that can calm the distraught, cheer the depressed, and cool the hottest temper. His goal is to always control the situation and steer it the way he desires. Additionally, since joining CROSS, he gives his salary away and attempts to start each day with no money to keep his con-artist skills honed to perfection.

CAMPAIGN USE

Peters has a knack for getting specific information out of anyone, anytime, and anywhere. He still does a fair bit of field work and agents may find him neck deep in their mission without any prior notice.

QUOTE

"It's commonly believed that only the most foolish people fall for a con. In fact, most cons succeed, and almost no one knows, especially the victim."

ARCHDEACON OF EXORCISM SERVICES

The Archdeacon of Exorcism Services leads the Congregation of Exorcism Services and is responsible for all of CROSS's Exorcists, including the planning of their missions, training, and research.

FATHER COSIMO CAVALCO

After an encounter with Doomicus and his minions, CROSS recruited Father Cavalco to manage a new congregation of Exorcists. McDonnell decided he needed a specialized force focused on combating demons, and now he found someone he could dedicate to leading and training a new team of Exorcists.

BACKGROUND

Cosimo Cavalco didn't get to grow up with his mother, Aria. Just prior to Cosimo's birth she became mentally ill and had fits of violence and rage forcing her to be placed in a psychiatric ward. Cosimo's father, Giuseppe cared for Cosimo from the time he was born. He told the child that his mother was sick, but she would get better one day and they could all be together as a family.

Unfortunately, a dozen years passed and Cosimo never was allowed to see his mother. He became suspicious of why and began to snoop in his father's things. He read correspondences with the archdiocese about Aria's illness and the possibility of an exorcism from a Father Stoger. The most recent letter stated approval for the ritual and it was planned for later that week at the local parish. Cosimo was only twelve, but he knew the parish that was listed on the letter and had walked there to Mass with his father hundreds of times.

Arriving at the parish, Cosimo was able to hear loud prayers coming from the priest's quarters. Then he heard something else, terrible, a guttural snarling voice spatting profanities. The voice was screaming, "Damn you! I do not want to go. This bitch is my home!"

Cosimo snuck into the room seeing a woman strapped to the bed. He recognized his mother from her photo on his nightstand, but she was gaunt, pale, and sweaty. Her midsection was raised straining against the ropes and she was growling.

The priest continued to chant over her calling for the demon to leave in Christ's name — demanding it.

Suddenly, the woman relaxed and turned her head to look at the doorway where Cosimo stood a smile twisted up on Aria's face like she was seeing a delicious dessert for the first time. "Son?"

Shooting out of Cosimo's mother, a torrent of black smoke rocketed directly for Cosimo. Stoger scowled as he saw the boy in the doorway, but immediately stepped into the space between the smoke and the boy and it enveloped him. "No demon."

The priest convulsed and fell to the floor unconscious. Aria looked at Cosimo, this time with compassion and love. Cosimo's father came running into the room. At first, he appeared to be coming for Cosimo, but then he saw his wife. She smiled and he saw her recognition of him. He hurriedly untied her and they embraced. A moment later Cosimo was brought to his mother and they finally hugged.

Father Stoger, eventually regained consciousness and seemed to be nothing more than exhausted from his ordeal. Apparently, the exorcism was a success and the Cavalcos were able to be a family once again.

Cosimo never forgot what he saw that night. He knew he would one day be like Stoger and protect those that couldn't protect themselves from Hell's monsters. Cavalco studied under several exorcists including Stoger as he expanded his knowledge of the supernatural, occult, and demonology.

Cosimo traveled the world hunting supernatural creatures and expelling demons which eventually put him on the trail of a demon that called itself Doomicus. He found a diary detailing dozens of possessions and the heinous things the demon made its victim's do in its name. He nearly vomited when he found one victim on the list that he tortured for a dozen years — Aria Cavalco.

NAME	Cosimo Cavalco	RACE	Human
RANK	Legendary	ROLE	Exorcist

AGILITY	d6	SMARTS	d8
Fighting	d6	Investigation	d8
Shooting	d6	Knowledge (Demonology)	d12
Stealth	d6	Knowledge (Occult)	d12
		Notice	d8
		Streetwise	d8
		Survival	d4
		Tracking	d4

SPIRIT	d10	STRENGTH	d4
Faith	d12		

Intimidation	d8	VIGOR	d4
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CHARISMA	—	PACE	5
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PARRY	5	TOUGHNESS	4
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HINDRANCES TYPE

Clueless	Major
Elderly	Minor
Enemy (Doomicus)	Minor

EDGES

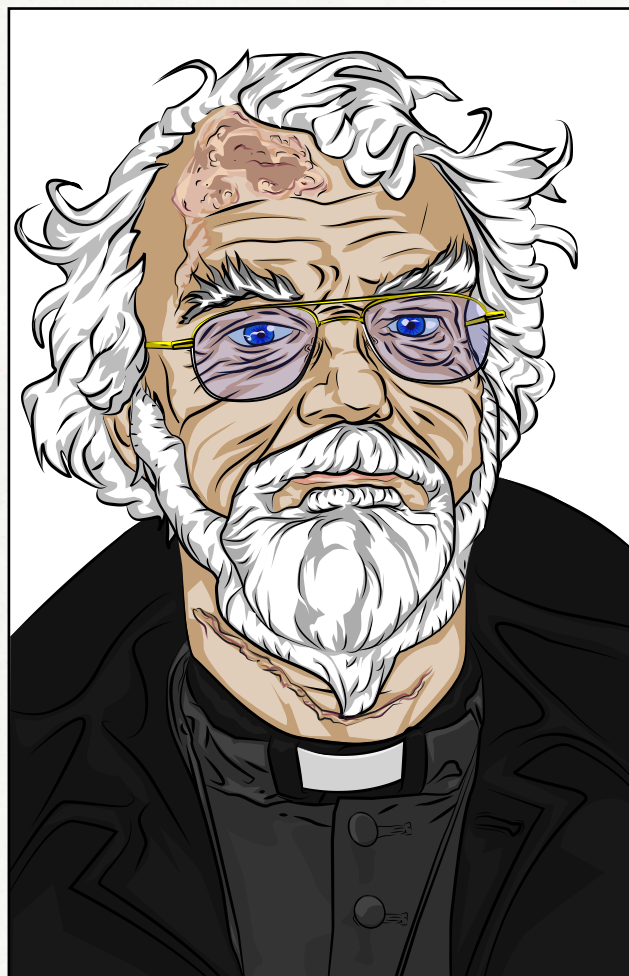
Arcane Background: Miracles	
Harder to Kill	Investigator
	Power Points (+20)

MIRACLES

Consecrate Me	Desiccate
Dispel	Exorcism
Expose Supernatural	Fear of the Lord
Hallow	Sanctifying Circle
	Smite

QUOTE

"Let the Holy Cross be my light
Let not the dragon be my guide
Step back Satan
Never tempt me with vain things
What you offer are evils
You drink the poison yourself"



CAMPAIGN USE

Cavalco is CROSS's expert in demonology. His mind overflows with knowledge of the supernatural, occult, conspiracy, and history. He can answer just about any question or point you to a book that holds the information. Most times, he is too busy in his work to be distracted by the agents, but should the agents' mission align with his, he will give his undivided attention to each and every facet of it.

PERSONALITY/MOTIVATION

Cavalco is driven to banish demons and combat the supernatural. It is all he cares about, and only exhaustion will stop him from his hunt. He is estranged from his family and ignores his only daughter. His mission is what he is.

GEAR

Heavy Crossbow (Iron bolts)

ARCHDEACON OF MYSTICISM SERVICES

The Archdeacon of Mysticism Services controls the Congregation of Mysticism Services and guides the use of all non-exorcism miracles within the organization. Within the congregation, there is a variety of opinions on the moral use of their God-given Divine power. Many feel that this congregation should dedicate itself to only receiving the word of God when offered and do not push or pray for intervention from God. Others believe that these skills can be honed and channeled to be used as tools in the hands of the righteous. A small contingent of Mystics believes that God grants them the ability to use any mystical power or miracle and so however they choose to use them, it cannot be the work of the devil. These people argue that they are no different than King Solomon who could control the Jinn.

EFRAN EDELSTEIN

Efran Edelstein is the current Archdeacon of Mysticism Services and personally sees no problem with the use of Divine power in any of the ways mentioned. However, he feels that prayers and requests should be restricted and used only in the most critical cases. McDonnell has pushed him to increase the use of miracles in the rank and file of the field operatives, but Efran has only authorized the free use of miracles for a small number of agents. Edelstein had always come through when the need was dire, so McDonnell hasn't taken any further steps to try to change what he sees as deficiency within this congregation.

BACKGROUND

Efran was born into a Jewish family in Poland. He was not like most other Jewish boys because he was tall and blond with Nordic features. What really made him special, though, was that he had dreams and premonitions that almost always came true. One such premonition led him to join the Zionist youth movement Akiva. This organization instilled into Efran a lifelong desire to join other Jews in the Land of Israel, free from anti-Semitic discrimination. Perhaps this association helped Efran prepare for the worst persecution in Jewish history—the Nazi Holocaust.

The night before the Nazis invaded Poland, Edelstein had another dream that the Nazis would invade and so he gathered his brother and his Zionist friends, and they headed to Lithuania. They weren't there long before the Soviets rolled in. However, before the Soviets achieved complete occupation of the country, Efran had another forewarning of a man awarding visas in a nearby town. The next morning, along with his brother and friends Efran located the man and they convinced him to give the youngest the remaining visas. With that, his brother and some of the Akivas made it out of Europe and eventually settled in the hills of Haifa, now a part of Israel.

Efran and the others had no further chances to escape before

the Nazis invaded and captured him and his friends for forced labor. Amazingly, a passing farmer offered him a chance for escape on his wagon as he headed off to market. After leaving the farmer, he managed to find refuge in a nearby convent. Here he hid amongst the nuns and had his first exposure to Christianity.

Living a life filled with persecution allowed Efran to cherish Jesus's suffering and sacrifice on the cross. Efran couldn't help but see the irony that his own people may have had a hand in the death of Jesus and now they were the target of nearly worldwide persecution. However, Christ rose above all the hate and provided a path to forgive the most heinous crimes if the perpetrator would only believe in him. Efran believed and became Catholic.

He still considered himself a Jew and longed to see the homeland of his people. That opportunity would come later, but for now, the Nazis had become suspicious of the convent and sent soldiers to investigate. Efran was fast asleep as a new premonition hit him. He saw himself adjusting his uniform—an SS officer's uniform. He awoke from this nightmare to hear screaming. Investigating, he discovered the police were flushing all of the inhabitants of the nunnery out with smoke and fire. Efran escaped into the forest wearing a nun's habit. He kept thinking of the image from his dream. His Nordic looks would allow him to disguise his Jewish heritage. So, with a change of clothes and a good story leveraging his European looks, he was allowed to pass through the Nazi checkpoints and right out of Lithuania.

Eventually, Efran found himself in Mir (now part of present-day Belarus) which was also occupied by the Nazis. He discovered that the Jews were all herded into a decaying palace of a long-forgotten Polish noble. Wanting to free his brethren from this make-shift ghetto, Edelstein used his improving acting skills and talked his way into a job with the German military police.

That night, almost as if by request, a dream came to him of a meeting between his superior in the police and a Nazi SS officer. They discussed the date that the Mir ghetto would be "liquidated." As the meeting ended the SS officer looked at himself in a mirror and Efran saw himself standing in a fresh and clean SS uniform. Efran awoke and went into action as soon as he could. Stealing arms and German uniforms from police headquarters, he met with his Jewish contact in the ghetto and gave them all the information and supplies he could.

The next day, the liquidation began, but Efran's quick thinking allowed a diversion outside of town to draw the police away. Efran prayed for the Jews to flee safely to the nearby forest and the Jews managed to evade the SS forces easily—miraculously so, actually. When the police returned, many of the Jews were gone. They killed any who remained, but Efran's efforts saved many. As the fury of the SS came down on the local police, Efran stopped the top SS officer and asked him if he could come with them. He told them he wanted to join the SS to fight for the

Aryan race, not remain in this backwater place. The SS eyed the blonde and blue-eyed youth and laughed. He tossed him his bags and pointed to the waiting car, "We will see, boy."

Efran was a servant boy for many months, but as the SS expanded into a regular army unit, his dream became a reality and he was standing in front of that mirror adjusting his crisp, new SS uniform.

Efran was now deep inside the Nazi machine. Here he would attempt to do everything he could for his people—and any others persecuted by this evil regime that crawls across the continents causing death and sorrow. He would give his life to save others without question, and he would do it from the inside.

Efran was very good at his new job. It is hard to say how many he saved but the number was likely in the thousands. The tide of the war was changing, and Efran felt like the Nazis could very well be defeated. He just had to hold out a bit more. Stationed in Königsberg, he was part of the defense against the approaching Soviet Red Army, when several high ranking Nazi officials were admitted into the castle just before the coming siege. One was in bishop's cassock with a cross prominently displayed on his chest. Shortly after their arrival a rifle was shoved into Efran's hands, and he was assigned to a platoon to help defend the castle.

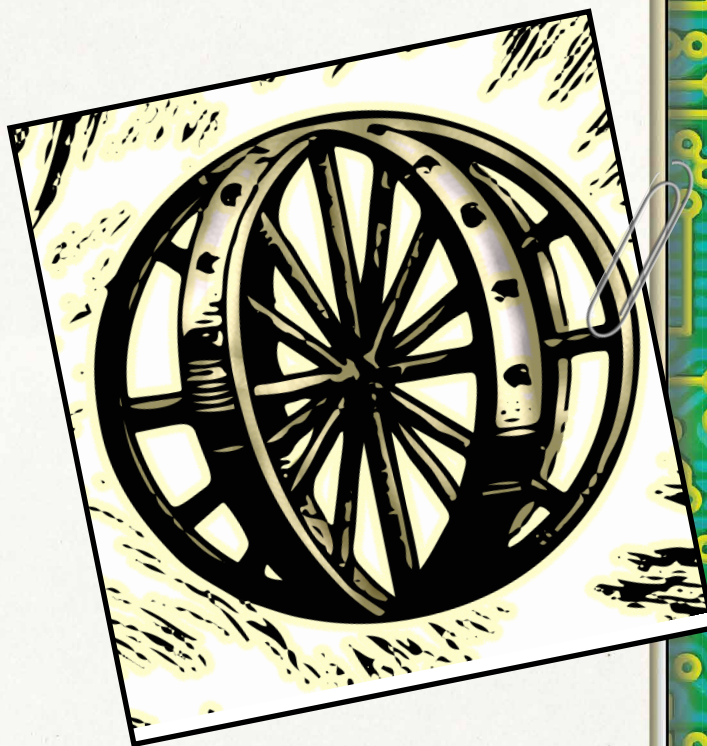
There was no one left to save except himself, and so he dug in with the other German soldiers. The Soviets came in by land and air and the battle began. Efran had no love for the Germans or the Soviets, but most importantly he had no love of killing. However, that day he killed many as he protected his own life.

Then, as the Soviets pushed toward the castle, the ground started to rumble and shake. Edelstein had felt the rumble of tanks before, but he had never felt anything like this. Suddenly, the castle exploded, and the walls began to topple down. Efran was right next to the wall and knew he could never escape, but as he prayed for deliverance, he next opened his eyes behind the protection of a burning truck. He didn't know how, but he knew God had saved him. The castle walls had fallen to reveal a massive ball of fire erupting into the air. Efran gaped at the enormous object and nearly dropped his rifle. Other soldiers on both sides gazed into the night sky as Soviet planes came around for another run. The ball erupted into flames and changed directions with nearly ninety-degree shifts. Underneath the flames, Efran was sure he could see spinning metal rings or wheels as it moved. The ball shifted towards one plane and then another engulfing them. The roar of their engines grew silent, and only the massive ball remained. Then without warning, it shot away, leaving a short flaming trail as it disappeared into the distance. Efran couldn't help but think he just witnessed his life being saved from the Soviet's bombers by Ezekiel's Wheel from the Old Testament.

The battle resumed shortly as if the event had never happened.

The Germans eventually surrendered and were taken prisoner by the Red Army. Amazingly, Efran's disguise and acting talents saved him again, and he convinced the Reds that he was a local. Shortly, with the war ending, he returned to Poland and joined the Catholic priesthood. He eventually petitioned the new state of Israel for citizenship and eventually received it. He was reunited with his brother in Haifa and became a Carmelite Monk at the Stella Maris Carmelite Monastery. It was here that he discovered the secret to a lifelong mystery of his prophetic dreams.

The monks revealed to him that he was a mystic. His premonitions and prayers were triggers to bring Divine intervention to the needs of the people he sought to help. The monks explained that by the grace of God, Efran was able to make miracles, big and small, happen for the betterment of others. He was using it unconsciously, but the monks had secretly found ways to take the glory of God and use it with intent. Over the next several years they gifted these teachings unto Efran. He was finally home, and he began to find ways to help the people of Haifa. He was content with his work while not having the stress of the enemy at every turn. Life was good. That is until James McDonnell came into his monastery. Perhaps, the life of a monk was not meant to be.





CAMPAIGN USE

Efran is a patient and logical man. He is a great teacher, and his knowledge of history and religion is vast, rivaling that of the Archdeacon of Information. Thanks to his wide array of interests, he can be easily inserted into many types of missions.

QUOTE

"Do not spend your time trying to avoid the angel's fall. Spend your time trying to be an angel."

NAME	Efran Edelstein	RACE	Human
RANK	Legendary	ROLE	Mystic

AGILITY	d8	SMARTS	d10
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Driving	d6	Healing	d6
Shooting	d4	Knowledge (Theology)	d8
Stealth	d4	Notice	d6
		Streetwise	d6
		Survival	d8

SPIRIT	d12	STRENGTH	d4
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Faith	d12	VIGOR	d4
Persuasion	d10	PACE	5

CHARISMA	—	TOUGHNESS	5
PARRY	2		

HINDRANCES TYPE

Cautious	Minor
Elderly	Major
Pious	Major

EDGES

Arcane Backgrounds (Miracles)	
Arcane Resistance	Danger Sense
Elan	Power Points (+10)

MIRACLES

Communion with God	Gifts of the Holy Spirit
Speak in Tongues	Transfigure

PERSONALITY/MOTIVATION

Efran has a strong drive to help others, but he does not discriminate like some members of CROSS. When word comes to him of someone in trouble, he will petition CROSS leadership to help regardless of their nationality or religion. It's not that CROSS will not help anyone in need, but they are often concerned about budgets and priorities. Efran has given his life to helping people and hates to hear about these technicalities. Efran prefers to be called "Brother" or "Brother Efran."

CROSS SAFE HOUSES THROUGHOUT THE WORLD

CROSS is a centralized organization with all of its management and decision making happening at the Manger. However, they execute missions all over the globe and have created a system of support in many major cities. Over several years safe houses have been established through various means to provide a network of locations for field agents to rest, hide, and meet. Each location has an armory of some sort providing equipment for the agents to use while they are in the region. Each safe house also has room for 5 agents to sleep, eat, and bathe.

The majority of safe houses are maintained by a CROSS contact that can be used as a resource and guide for the city and in many cases will brief the agents on the current mission. The safe house's size depends on location, level of secrecy, and support from CROSS. If the safe house is a busy region for CROSS missions, CROSS will invest more in the equipment there. Some small safe houses are hidden, their location only known to their contact.

ARMORY TYPES (AT)

The basic equipment for each armory is classified in types A, B, C, and D, with A being the largest and D being the smallest. Players can spend a Benny to upgrade an existing armory, or if no safe house exists, create one with a type D armory. Below is the standard equipment and quantity that should be present in each type. For those items with a die listed, roll the quantity when the agents arrive at the safe house. GM's should change up the equipment based on other missions running in the area, specifics of the area

that may warrant unique equipment, and current mission needs. If the contact is made aware of specific requests he can try to stock the armory accordingly.

Remember, any gear that a PC has purchased with his starting funds or Edges will always be in the safe house when he arrives. This stipulation is in addition to the items listed below.

TYPE A

Bibles (d6), crosses (d6), daggers (d4, iron), First-Class Relic (1), heavy weapons (d4), holy water vials (d6), grenades (d12, any type), long swords (d4/2, iron), pistols (d6), rifles (d4), Second-Class Relic (1), surveillance van (1), Third-Class Relic (1), and \$50,000.

TYPE B

Bibles (d6), crosses (d6), daggers (2, iron), heavy weapons (1), holy water vials (d6), grenades (d10, any type), long swords (2, iron), pistols (D6), rifles (2), Second-Class Relic (1), surveillance van (1), Third-Class Relic (1), and \$10,000.

TYPE C

Bibles (d6), crosses (d6), daggers (1, iron), heavy weapons (1), holy water vials (d4), grenades (d8, any type), long swords (1, iron), pistols (2), rifles (2), SUV (1), Third-Class Relic (1), and \$2,000.

TYPE D

Bibles (2), crosses (2), daggers (1, iron), holy water vials (1), grenades (d6, any type), pistols (d4), rifles (1), sedan (1), and \$2,000.

SAFE HOUSE LOCATIONS

The following chart lists several of the current CROSS safe houses.

GEOLOCATION	SITE	CONTACTS	AT
Amsterdam, Netherlands	Amsterdam City Archives	Joshua Van Diest	C
Joshua is the lead preservationist at the Archives and also operates the basement safe house. The previous administrator of the archives let Joshua in on the secret existence of the safe house, and after his death, Joshua continues that duty.			
Ankara, Turkey	Bakırcılar Çarşısı	Muhammad Al-Asad	C
Al-Asad is an Iranian now working as a black marketeer hiding his illegal activities behind a legitimate business in the Bakırcılar Çarşısı also known as the Ankara bazaar. Here he runs a business selling rugs but can deal in arms and foreign vehicles. He was a colleague of Viktor Belikov before he joined CROSS and they continue to work together today. While not considered an official safe house since Al-Asad is not Catholic, agents in the region are welcomed with open arms as long as Viktor alerts Al-Asad ahead of their arrival.			
Athens, Greece	Monastery of Daphni	John Sampson	B
John is a well-regarded but retired historian of Greece and is a volunteer guide at the Monastery. He secretly maintains a large armory for CROSS on the grounds of the monastery.			
Beijing, China	Cathedral of the Immaculate Conception	Andrew Wong	B
Deacon Andrew Wong, a CROSS sleeper agent assigned to the city of Beijing, assists the cathedral priests in all their duties. While helping with some restoration work, Wong stumbled on a movable slab that led to a bunker in the foundation of the building. Jesuits once used the bunker for a safe house, and today CROSS has taken it over.			

GEOLOCATION	SITE	CONTACTS	AT
Belfast, Northern Ireland	Clonard Monastery	None	D
James McDonnell installed a small armory at Clonard Monastery.			
Belgrade, Serbia	Cathedral of the Blessed Virgin Mary	Teri Pritchett	C
Teri Pritchett is the bookkeeper for the Cathedral. During a renovation, she added a CROSS safe house and armory in the attic of the monastery which is in the cathedral's courtyard.			
Berlin, Germany	Maria Regina Martyrum	Thorsten Laufenberg	C
Thorsten is the groundskeeper of the Martyrum and after a heavy rain found a massive cache of Nazi-era weapons. Rather than getting rid of it, he offered use of the gear to CROSS if they are ever in need. The cache is only accessible through the crypt at Maria Regina. He has also been asked to investigate the reappearance of the "White Lady" ghosts that have been showing up to mourn the death of people that haven't yet died. In the majority of cases, the identified persons soon died of varying causes.			
Bethlehem, Palestine	Church of the Nativity	Aaron Schumacher	C
Aaron is the caretaker for the church and its grounds and secretly installed a safe house and armory in the caves underneath the church.			
Bogotá, Colombia	Metropolitan Cathedral Basilica of the Immaculate Conception	Bonita Rojas	B
Bonita, a Colombian guerrilla, was shot in the heart while fighting CROSS and then saved by a CROSS Healer showing her the power of God firsthand. Rojas became a Catholic after the event, left the war, and became a housekeeper at the Metropolitan. She had been stockpiling weapons which she has now hidden in an armory in the foundation of the cathedral.			
Boston, Massachusetts, U.S.	Cathedral of the Holy Cross	Sam and Dean Abrams	C
Officer Dean Abrams is a twenty-year veteran of the Boston Police Department. His family has been with the police for six generations, but his son Sam broke with tradition and went into the priesthood. Dean couldn't be mad at his son because his faith was as important to him as his ties to the police department. In the late 80's, Dean began investigating a series of reports of the Black Flash. An urban legend originally from Provincetown, Massachusetts apparently had migrated to Boston. This time, the wispy black phantom was taken more seriously as it was at the scene of several grisly murders. Dean was called to the scene of an Alcoholics Anonymous meeting where the members were apparently trapped in the basement of the Cathedral of the Holy Cross. Dean felt a blanket of dread fall over him as he realized that his son Sam, newly appointed priest at this church, was helping with the AA meetings. Breaking into the building through a basement window he followed the screams to a large meeting room to see a shadowy monster slashing and killing the AA members. The officer fired two shots into the creature. Its red piercing eyes locked with Dean's and it flew towards him leaving behind a person the demonic spirit had been possessing. The black smoky spirit washed cold over Dean as it disappeared into the ceiling as Dean saw that the spirit's victim was his son. Fortunately, Dean's paramedic skills saved his son's life along with many of the other victims. From his hospital bed, Sam reported the event to his superiors and a week later CROSS agents arrived and worked with Sam and Dean to find and banish the demon. Since the father and son were allowed knowledge of CROSS's mission, they now operate a safe house and armory in the church basement where the demon attack occurred.			
Bucharest, Romania		Elisabeta Albescu	C
Romanians have always been troubled by restless and angry spirits rising from their graves. Their biggest concern is the strigoi which can be both living and dead beings with the ability to transform into animals, turn invisible, and drain people of their blood. That last aspect is why most people connect the strigoi to Bram Stoker's vampires. CROSS's concern with the strigoi is the undead kind called the strigoi mort. These undead creatures are thought to rise only when possessed by demons and have the usual powers of the strigoi and the additional abilities of demon spirits. Elisabeta is the last remaining hunter in her family and has yet to have a child to continue the Albescu line. She is always consulted when CROSS comes across vampires. She is on retainer and in return provides CROSS agents in Bucharest a safe house and armory for their use.			

GEOLOCATION	SITE	CONTACTS	AT
Cairo, Egypt	Hidden Church of Cairo	Father Youhanna Saad	D
Father Saad runs a church outlawed by the Egyptian government that will give anything it has to CROSS field agents.			
Cardiff, Wales	Catholic Truth Bookshop	Jason Hobbs	D
Jason runs a bookshop in Cardiff and hosts a wildly popular podcast on his religious views. He has donated thousands of pounds to CROSS and has recently offered his services to CROSS as a book dealer, also keeping a small armory for visiting agents.			
Cologne, Germany	Cologne Cathedral	John Moore	C
John Moore, a descendant of Saint Gereon and his family, has kept alive the memory of Gereon and the organization he gave his life for, the Theban Legion, a Roman legion also known as the Martyrs of Agaunum. This legion converted to Christianity and was massacred by Emperor Maximian's order after they refused to make sacrifices to pagan gods. John's family created the Legion for the Holy Martyrs, an order of warrior knights that are dedicated to protecting Christianity by ridding the world of pagan and supernatural forces. John and the rest of this legion operate out of the Church of Saint Gereon from an underground catacomb situated below an old Roman section of the church. During a mission to the Brocken Mountain hunting witches, John Moore came across agents of CROSS fighting a violent witch-cult and together they destroyed that threat. After the mission, Moore was obtained via retainer to keep CROSS informed of all supernatural activity in Germany.			
Dallas, Texas, U.S.	Supernatural Hunters of Texas	Josh Mahan	D
Josh Mahan is the foremost authority on the supernatural in Texas. He, along with Sean Hudgin, ran the Central Texas Paranormal Guild (CTPG). After a falling out with the group, Josh created the Supernatural Hunters of Texas (SHOT). Josh's team investigates sightings of demons, ghosts, and other supernatural beasts including the mysterious Goatman. Josh has chased rumors of the Goatman all over Texas for years and believes that the creature is some sort of demon possessed animal with superhuman strength and a taste for human blood. While researching demons at the University of Dallas, he mentioned the monster to a librarian there that was friendly with a deacon in CROSS's Congregation of Information. A CROSS team came out to investigate the Goatman and crossed paths with Josh, but they were unable to locate the creature but did rescue some hikers that described the creature as a blood-thirsty satyr. Today, CROSS uses SHOT's storefront location as a safe house and armory when in Dallas. Also, CROSS often consults with Josh on more contemporary urban legends where the CROSS libraries do not reach as deep.			
Dublin, Ireland	Catholic Central Library	Jason Patterson	C
Jason "Patch" Patterson is a librarian and ex-CROSS agent. His vast library of religious books which is second only to the Vatican Secret Archives. He also owns many guns.			
Florence, Italy	Estasi	Dario Basile	B
Dario owns and manages Estasi, a popular nightclub with a theme centered around the Rapture, the Second Coming, End Times, and Judgment Day. Surrounding himself with a commercialized and superficial depiction of important Christian concepts, Dario hides a very active safe house for CROSS agents in the region. Basile is an ordained deacon and is a key contact having knowledge of both high society and underworld figures in Florence.			
Fort Worth, Texas, U.S.	Central Texas Paranormal Guild warehouse	Sean Hudgin	D
Sean Hudgin is the foremost authority on UFOs and the paranormal in Texas and now is the solitary leader of the Central Texas Paranormal Guild (co-founded with Josh Mahan). Rumor has it that Hudgin and Mahan had a falling out over Hudgin's appearance on the UFO Hunters TV show. Hudgin detailed his research on the Aurora, Texas UFO crash in 1897 and was interviewed for the show sans Mahan. Sean met CROSS when investigating the Goatman, an urban legend around Texas of a satyr-like beast that eats livestock and even people. The beast is said to be so strong it can shoulder bump a car into a ditch and tear metal doors off their hinges. Sean believes the Goatman is a sole survivor of an ancient race or an alien lifeform stranded on earth and just doing what it must do to survive. When CROSS is in need of a paranormal investigator it often calls on Sean and will use his office warehouse as a safe house when in the Fort Worth area.			

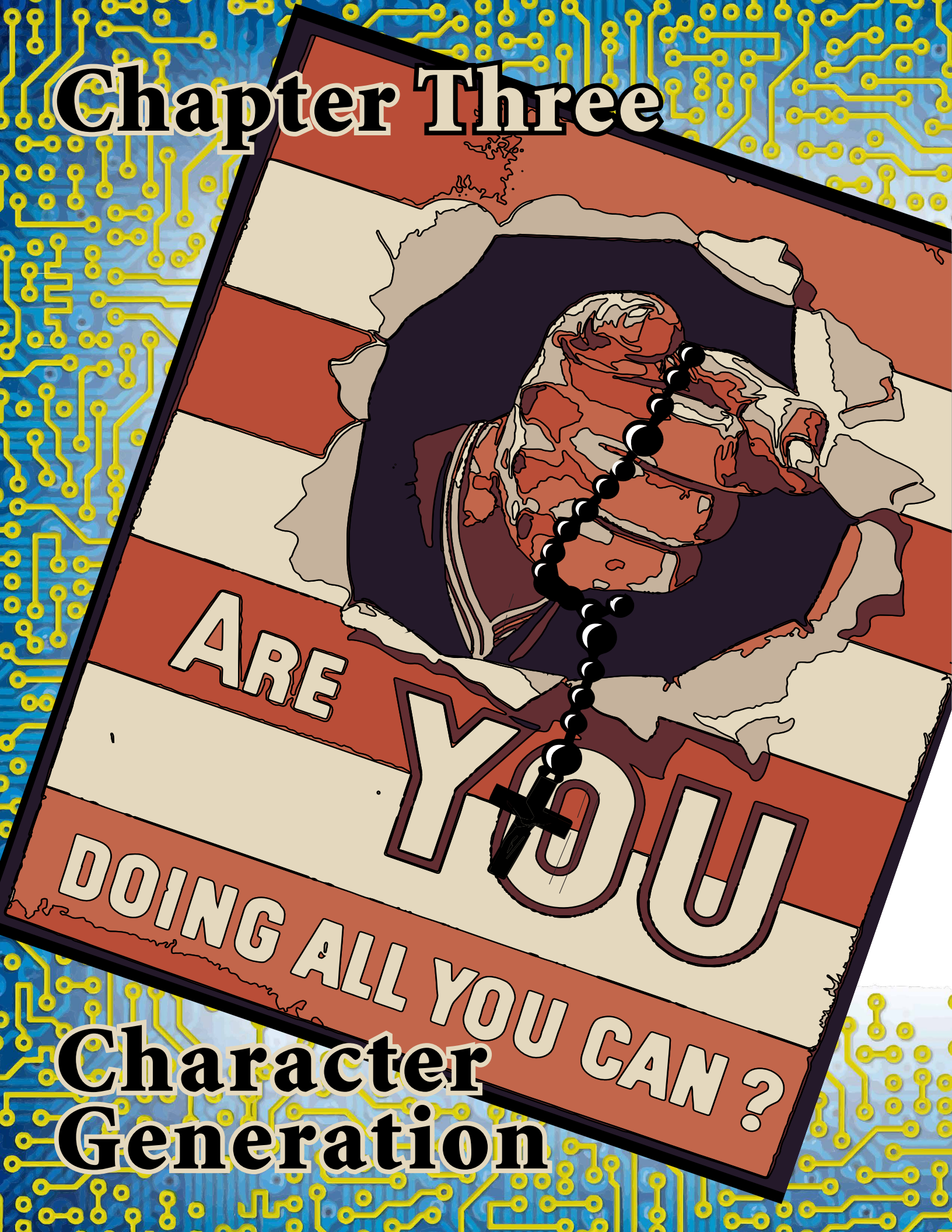
GEOLOCATION	SITE	CONTACTS	AT
Glasgow, Scotland	Glasgow Necropolis	Mark Haden Fraser	D
Mark Haden Fraser is the president of the Friends of Glasgow's Necropolis. Mark has used his position to install five small armories in unused graves throughout the cemetery.			
Helsinki, Finland	Saint Henry's Cathedral	Brad Poikonen	C
Originally constructed to serve Russian Catholics in the army, today this cathedral serves all Catholics in the region. Brad Poikonen, with Finnish and Russian blood in his ancestry, is a tenured history professor at the University of Helsinki and the caretaker of the hidden safe house at the cathedral.			
Johannesburg, Africa	Nazareth House	Sister Naiboo	D
Sister Naiboo runs a home for abandoned children and the elderly. Sister Naiboo actively promotes her work to Catholic donors which put her in contact with Renaldo Mangini. Over time, Mangini grew to trust Naiboo and asked her to run a CROSS safe house in the region. With the additional funds provided by the safe house program, Naiboo has been able to expand her home for more guests.			
Kiev, Ukraine	Saint Nicholas Roman Catholic Cathedral	Father Thomas Bailey, OSB	C
Father Thomas Bailey, OSB is a member of the Order of Saint Benedict and has spent his entire adult life attempting to bring the salvation message of Jesus Christ to the Ukrainian people that do not know Christ. The plight of people affected by Chernobyl is also a passion of Thomas and he is affiliated with Caritas Internationalis which has helped thousands of children since the Chernobyl disaster. Several years after the disaster, radioactive monster stories became a part of the Ukrainian culture. CROSS has operated numerous missions in the region to deal with the reality of atomic mutants and eventually brought Bailey into their confidence. He is now an active CROSS agent based out of the Saint Nicholas Roman Catholic Cathedral in Kiev, Ukraine. Here, he operates a safe house out of a hidden bunker in the cathedral once used by the KGB. Bailey is tasked with cataloging any known Soviet-era installations and mutants in the Chernobyl area. Recently, he has been tracking the trade of mutant animals poached from the Chernobyl Exclusion Zone and used for criminal purposes with their unique capabilities.			
London, United Kingdom	Catholic Association For Racial Justice	John Steib, Andrew Dodge	D
Steib and Dodge operate this organization which provides support for minority Catholics. Steib is a big donor to CROSS and loves their proactive mission. Unbeknownst to Steib, Dodge is also a CROSS agent handling missions throughout England.			
Los Angeles, California, U.S.	LA Catholic Radio	Mark Klawiter	D
Radio disc jockey Mark Klawiter "spews his views" on all things from his religious viewpoint every weekday at 6 a.m. He is following CROSS's missions whenever he's able to and maintains a modest armory for their use. To date, no one has visited.			
Madrid, Spain	Palomeque	Arcangel Ortiz	B
"Angel" runs this Catholic art shop and houses a large armory in the basement.			
Manila, Philippines	Catholic Relief Services	Kali Makiling	C
Kali Makiling is the second in command in the Philippines branch of the U.S. based Catholic Relief Services which assists the poor and vulnerable worldwide. She is also a secret supporter of CROSS and undertakes non-combat missions for CROSS in the region.			
Maribor, Slovenia	Pilgrimage Church of the Assumption of Mary	Ian Osef	C
Ian Osef is the caretaker of the island at the center of Lake Bled. His family has been the caretakers of this island since a noble bride's husband was murdered by robbers and she commissioned a bell to memorialize his life, but the bell sank in the lake. She used the rest of her money to build a church on the island to watch over the lost bell. Osef maintains an underwater safe house with access through the foundation of the church.			

GEOLOCATION	SITE	CONTACTS	AT
McMurdo Station, Ross Island, Antarctica	Chapel of the Snows	Father James Hogan	D
Father James Hogan is a New Zealand CROSS agent with the cover of a Catholic priest presiding over the Chapel of the Snows. Budget cuts have caused an absence of Catholic priests on the continent and Hogan was sent to cover the absence and to monitor a known but capped entrance to the Hollow Earth. A modest safe house and armory are dug under the foundation at the base of the chapel of the Snows.			
Mexico City, Mexico	Mexico City Metropolitan Cathedral	Father Padro Paz	B
Paz is a CROSS agent assigned to Mexico City. He operates a busy safe house and armory on the Cathedral grounds.			
Milan, Italy	Catholic Credit Coalition	John Massari	A
John Massari works only for Mangini and maintains the largest CROSS armory in the world, hidden in the vault of the Milan branch of the CCC.			
Moscow, Russia	The Cathedral of the Immaculate Conception	Prokopii Osipov	B
This church was taken by the government in 1938 and returned in 1996. Osipov, a newly appointed priest, was tasked with reopening the cathedral for services. He was shocked to find a labyrinth under the church full of new empty bookcases and filing cabinets. Friends with Archdeacon Belikov, he offered the space to CROSS which turned it into a large safe house and armory.			
Mumbai, India	Saint John the Baptist Church	Aditya Sukhwal	D
Aditya Sukhwal is a local Catholic guide that gives tours to this Church which was abandoned in 1840 after the area was hit with malaria or an equally deadly epidemic. A walled off portion of the basement holds a small armory and military cots.			
New Orleans, Louisiana, U.S.	Bourbon Orleans Hotel	James Pearson	C
James Pearson is the president of the Bourbon Street Hospitality Group. Their prize acquisition, the Bourbon Orleans Hotel, has a long and interesting history. The building was originally a theatre rivaling opera houses in Europe, then a grand ballroom was added giving way to an era of high society matchmaking. However, the Civil War muted the nightlife of Bourbon Street leading to its demise, but the building then became home to the Sisters of the Holy Family, the first African-American convent. During this time the site operated as a cloister for the nuns, an orphanage, and a school. Only after the convent outgrew the facility and repairs were mounting did they sell to hoteliers and the site became what it is today, a grand and beautiful hotel. During its long history rumors of ghosts litter the timeline. Distraught actors, unrequited lovers, sick children that all had their demise at the site haunt those same rooms and halls today. Nothing compares, though, to the haunting in room 644. Here a nun, thought to have committed suicide, cried and wailed in the room as if she was being killed each day. This haunting eventually put Pearson in touch with CROSS agents and they managed to connect with the nun on several levels and calm her. Then, CROSS discovered, the nun could be a great resource into the afterlife and those held in purgatory. In gratitude, Pearson has opened up the hotel to them and houses an armory for them as well and the ghostly nun offers her services to CROSS when asked.			
New York City, New York, U.S.	Leo House NYC	Georgia Meysembourg	C
Georgia was a French spy during the cold war and eventually retired to run a Catholic guesthouse for travelers called Leo House. She regularly hosts agents in her guesthouse and when asked by CROSS to also house a safe house she couldn't resist.			
Oslo, Norway	Saint Olav's Cathedral	Mark Urness	A
Mark Urness is the financial manager for the Catholic Church in Oslo and has been embezzling money from its coffers to fund a massive armory in the basement of the Cathedral.			

GEOLOCATION	SITE	CONTACTS	AT
Oxford, United Kingdom	Bodleian Libraries, University of Oxford	Connor Warden, Ph.D.	D
When Connor Warden, world-famous writer of historical fantasy novels, returned to his alma mater and took a librarian position it seemed like an obvious post for someone with a lifelong love of history. However, Warden the writer is merely a very believable cover for Agent Warden, deacon of the Congregation of Information Services. Agent Warden was installed at the Bodleian Libraries to be a contact for both a safe house and its unique body of medieval texts, information on witchcraft, and demonology resources. If agents can't find the information they need at the Vatican Secret Archives or via the Manger analysts, then a visit to the Bodleian may be in order.			
Paris, France	Exilium Exorcism Services	Father Rene Fortescue	B
Father Fortescue runs an exorcism service out of a small store near the Eiffel Tower and employs two full-time exorcists. The trio is occasionally employed by CROSS in France. They also loan anything in their armory for a modest fee.			
Peoria, Illinois, U.S.	Jus Sucré Vineyard	Father Allan Denisov	D
Father Allan Denisov is the son of a Bulgarian merchant and a French actress. Allan was born in Bulgaria, but his family immediately emigrated to the United States during the Cold War. Unbeknownst to Allan or his mother, Allan's father, Grozdan, was a spy for the French government and after several risky operations in Bulgaria was retired to the United States. Grozdan established a vineyard outside Peoria, Illinois. Allan entered into the priesthood and studied abroad including demonology classes at the Dominican University and with an exorcist in the field. It's unknown if Grozdan had anything to do with it, but Allan was recruited as a field agent and Exorcist for twenty years before retiring. Allan returned to Peoria and now operates his father's vineyard with his younger brother. Perhaps, the agent in him wasn't ready to retire or the spirits in the area could feel his ability to help, because he has become a common point of contact for distraught spirits and the living trying to find relief. Peoria is a hotbed for paranormal activity including hauntings at the Peoria Public Library, the Springdale Cemetery, Bradley University, and the East Peoria Indian Mounds. Perhaps there is a reason that Father Denisov was "retired" to Peoria. Regardless, Denisov hosts a small safe house and armory behind the oldest barrels of wine in the cellar of his vineyard's winery.			
Perth, Australia	SocietyCare	Torii Swader	D
Torii is the HR director for SocietyCare, a Catholic not-for-profit, health and human services organization. Torii offers to counsel in numerous areas for CROSS agents in need including behavioral health, mental health, family planning, and career planning.			
Philadelphia, Pennsylvania, U.S.	Roman Catholic High School	Benji Scott	B
Benji Scott is the principal at this Catholic all-boys school which doubles as a recruitment location for Manger operatives and also has a hidden armory only accessible through the school's pool.			
Pulau Ujong, Singapore	CHARIS	JJ Tan	C
JJ Tan works for Caritas Humanitarian Aid & Relief Initiatives and coordinates missions throughout the region, some of which are CROSS missions.			
Saint Louis, Missouri, U.S.	Saint Patrick Center	Scott & Steve Stuelke	C
Scott and Steve Stuelke run the Saint Patrick Center. The pair provides crisis counseling and temporary housing for the homeless. Scott also maintains a safe house for CROSS agents. His brother, however, isn't aware of it.			
São Paulo, Brazil	Silva's Food Market	Peter Silva	C
Like CROSS, Peter requires all of his employees to be Catholics. Peter is also a good friend of Renaldo Mangini and gladly offered to have a safe house and armory in his store's basement.			

GEOLOCATION	SITE	CONTACTS	AT
Seattle, Washington, U.S.	Chubby & Tubby's Everything Store	Stephen Hunting	D
A Seattle institution, Chubby & Tubby was the place to go for cheap shoes, cheap fishing equipment, cheap everything, really. The chain of stores went out of business over a decade ago, but now Stephen Hunting, the old C&T night shift manager has opened up one mega location dubbing it Chubby & Tubby's Everything Store. Nostalgia has led to brisk business for Hunting, but secretly C&T was reopened as a safehouse and armory for CROSS. Hunting and CROSS met when a dozen young boys went missing in Maltby Cemetery, twenty miles outside of Seattle. C&T loaned volunteers gear from its store to help in the search. CROSS heard about the hunt and connected it the local legend of the Thirteen Steps to Hell — obviously a hellmouth. CROSS was scrambled to the area and without a local safe house took advantage of Hunting and C&T's supplies. Together CROSS and the searchers located the steps, extracted the kids, and dynamited the stairs once and for all. Years later, Hunting contacted CROSS through the local parish with his offer to reopen C&T and become an official safe house for CROSS. While Hunting is Methodist, McDonnell allowed the exception knowing how Hunting was so selfless in helping his town and Christians when there was a need.			
Siena, Italy	Basilica of San Domenico	Sister Mirella Vitrano	A
Sister Mirella Vitrano is the CROSS contact for Siena and maintains the safe house that's accessible through a secret passage behind the displayed head of Saint Catherine. The passage leads to a large area created when the church's structure was reinforced. It was discovered by Vitrano when she was cleaning the Saint Catherine display.			
Stockholm, Sweden	Saint Erik Katolska Domkyrko-församlingen	Craig Schanning	A
Craig is a relentless donation collector and maintains one of the largest CROSS safe house armories in the world.			
Tokyo, Japan	Wow Sūpā Gymnasium	Danny Hara	B
Danny Hara is a yakuza that makes his money through this sports arena, primarily hosting Pro Wrestling. In the bowels of the facility are sleeping quarters and an impressive armory.			
Toronto, Canada	Holy Spirits	Bernard Knappenberger	D
Bernard is the proprietor of Holy Spirits, a previously condemned church that is now a newly renovated brewery and tavern. Bernard's father, Paul, is a CROSS agent and installed a safe house and small armory behind the vats.			
Venice, Italy	Venice Catholic Theatre	Nicholas Gregory Blando IV	C
Nicholas runs a small theatre in Venice that doubles as a safe house and also a training location for Judas Agents. Here agents can learn grifting skills and then test them on the streets of Venice. Below the stage is a modest armory and the dressing rooms can be used by agents for meetings or sleep.			
Warsaw, Poland	Temple of Divine Providence	Cori Ciula	D
Ciula, chairman of the Polish Copper Foundation, added a small CROSS armory to the church's dome.			
Würzburg, Bavaria, Germany	Leighton Barracks	Emil Schueler	B
Emil Schueler is the facilities manager for the University of Würzburg which is his public cover. More importantly, Emil is a CROSS agent dedicated to activities in Germany and based in Würzburg due to the constant appearance of supernatural events. CROSS analysts from the Congregation of Information believe that the witch trials in Würzburg caused a weakness between the regular world and the supernatural one. Schueler often patrols the Leighton Barracks area where demonspawn in the form of black mastiffs regularly appear. Luckily, they are susceptible to iron and can be killed with a well-placed crossbow bolt. Emil operates a safe house and armory for visiting CROSS agents in the newly empty Leighton Barracks.			

Chapter Three



ARE

YOU

DOING ALL YOU CAN?

Character Generation

WELCOME TO CROSS, RECRUIT!

Your character joins the ranks of CROSS as a Novice agent. Below is some general information about what it means to be a CROSS agent.

HOW DO YOU JOIN CROSS?

CROSS is a secret clandestine organization, so you don't find and join CROSS, rather, CROSS finds you. Manger analysts, CROSS researchers that gather, interpret and report on data about foreign activities and people throughout the world, continually track potential new recruits. The command staff review these potential agents and determine if the person is a good fit in regards to their skill set, status as a practicing Catholic, and also presumed ability to keep the existence of CROSS a secret. If these criteria are met, a member of the command staff will usually visit and recruit the individual personally. Once your agent has accepted the new role, he will be required to complete six months of training, before being sent out on some "watch-only" missions. Generally, after observing missions for a month, he will be assigned a series of increasingly more challenging missions until considered a thoroughly trained and ready agent.

WHAT DOES AN AGENT DO?

Your primary objective as a CROSS agent is to complete the goals provided by your superiors on each mission. The types of missions are many, but the common themes center around protecting the flock from danger, retrieving dangerous artifacts and relics, and destroying or banishing dangerous supernatural beings.

Agents are granted broad latitude in their methods in the field which can include using false credentials, grifting, breaking and entering, and stealing when in support of their mission. However, there is no guarantee that CROSS can extract agents from legal entanglements with local authorities.

BENEFITS

All agents receive a cover job from the Cobblers, the analysts that create false credentials. Pay and benefits are routed from CROSS to this false occupation. It is this identity that the agent will assume when not on duty, and the job his beneficiaries will receive a death benefit from if the agent dies in the line of duty. CROSS has a self-funded insurance program to cover death in the line of duty and a retirement fund for those that are employed until, at least, 55 years of age.

Agents are paid \$1500 per week which subsidizes all of their living expenses when not on duty. Assume that this money doesn't cross over into their secret agent lives. Money for gear is handled per the *Savage Worlds* rules.

SIX HOLY STATUTES

After the six weeks of basic training, a recruit becomes an agent by swearing on a Bible that he or she will uphold the Six Holy Statutes at all times.

- Protect the flock
- Don't reveal the existence of CROSS
- Obey your vows
- Hide, banish, and destroy supernatural beings
- Retrieve dangerous relics and artifacts
- Debrief after every mission and confess your sins

MAKING A CROSS AGENT

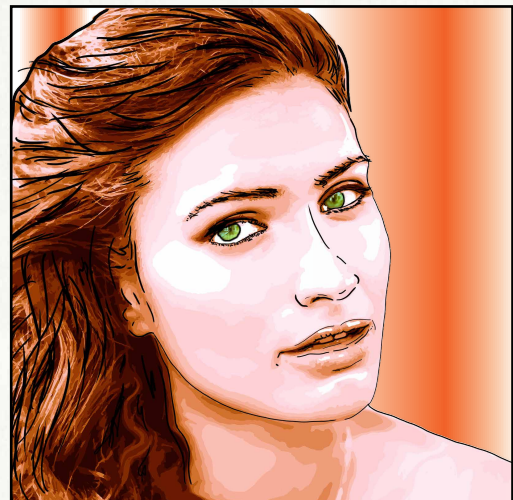
This section details the process for creating CROSS agents for your campaign. Besides this book, you will also need a copy of *Savage Worlds*. Read on to build your agent from start to finish.

RACE

Human is the most common race for CROSS characters. Humans begin play with one free Edge.

CROSS also seeks human hybrids that have angelic DNA. These rare people are trained to manifest dormant genes or hone gifts that they have already discovered. The additional races are detailed below. Note that these races are considered supernatural.

ARDORIM



Ardorim (Are-door-im) are descendants of the Seraphim, the highest order of angels. Seraphim are called the "burning ones" and are creatures of fire. Before the Great Flood, these angels were able to briefly take on the form of humans to mate and create the Ardorim race. Like with all other races, their genes survived the Great Flood in the sons of Noah and their wives.

FIRE RESISTANCE

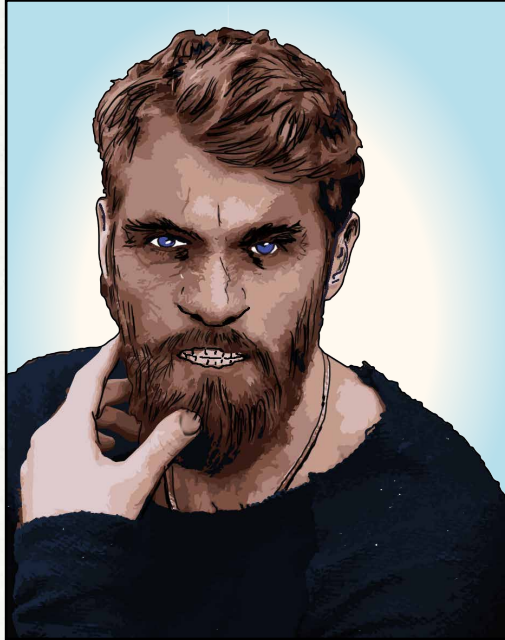
Fire-based environmental effects and fire attacks, either normal or arcane, suffer a -2 penalty to affect Ardorim.

INFRAVISION

Ardorim can see in the infrared spectrum, halving attack penalties (round down) for Dim and Dark lighting.

BUERIM

Buerim (Byu-er-im) are human descendants of the Cherubim, the second highest rank in the angelic hierarchy. These people take on the lion aspect of the cherubim, and like the animal, they are armed with keen senses and are agile and deadly in combat. Both male and female Buerim often have wide flat features and males are often exceedingly hairy.



AGILE

Buerim have the feline grace of their ancestors. They start with a d6 in the Agility attribute instead of a d4.

CLAWS

Buerim have retractable claws that do Str+d6 damage.

LOW LIGHT VISION

Buerim eyes amplify light. They can see in the dark and ignore attack penalties for Dim and Dark lighting.

AGGRESSIVE

Buerim tend to be menacing, competitive, and forceful in personality.

LUCIPHIM

Luciphim (Lou-sah-fim) are descendants of Lucifer himself. His copulation with human women spawned a race of humans with serpent DNA which is still in the gene pool today.

Luciphim are slim, with very subtle serpentine features, such as a sharp tongue and strange eyes.

POISONOUS BITE

The retractable fangs of Luciphim allow them to bite in combat for Strength damage. Victims that suffer a Shaken result from the bite make a Vigor roll or be paralyzed for 2d6 rounds.

SERPENT'S TONGUE

Luciphim tongues can "taste" the air, giving them +2 to Notice rolls. They are always considered active guards for Stealth checks. The GM should determine if there are any barriers that might restrict this ability.

WARM NATURED

Though not genuinely cold-blooded, Luciphim are not comfortable in cold environments. They suffer a -4 penalty to resist cold environmental effects.

SHORT LEGS

Luciphim have slightly underdeveloped or short legs reducing their Pace to 5.



MORAXIM

Moraxim (More-ah-zim) are the offspring of human women and the four-headed Cherub angels that directly attended God. The resulting breed gained ox-like features.

STRONG

Moraxim inherited great strength from their ancestors. They start with a d6 Strength Attribute instead of a d4.

LOW LIGHT VISION

Moraxim have large widely-placed eyes and so are able to see clearly even with the weakest of light sources. They ignore attack penalties for Dim and Dark lighting.

UNATTRACTIVE

While societal norms are improving, Moraxim are generally not considered pretty or handsome because they are often, "big-boned," overweight, or heavy. They always have a -1 to Charisma.



NEPHILIM

The offspring of a mating between a mortal and a guardian angel, Nephilim (Nef-fill-im) are held in awe by most societies because of their rare angelic beauty. Influenced by their celestial parentage, Nephilim are known for their strong code of honor and their valorous nature.



ENLIGHTENED SOUL

Of all the human-angel hybrids, Nephilim are prone to have a stronger connection to their angel half. This gives them a heightened sense of enlightenment. They start with a d6 in Spirit instead of a d4.

ARCANE RESISTANCE

Nephilim retain some Divine resistance to Magic, per the Arcane Resistance Edge.

ATTRACTIVE

Nephilim are always considered pretty or handsome by typical human standards. They always have a +2 bonus to Charisma.

VOW OF ALLEGIANCE

Whether aware of it overtly or not, Nephilim are loyal to either demons or angels. Some feel aligned with the fallen angels that spawned their kind and assist the goals of demons, while others feel aligned with the goals of angels and are constantly trying to prove their value to God. This gives them the Vow Hindrance at the Major level.

NO GUARDIAN ANGEL

Since Nephilim identify closer to their angel heritage, they are less inclined to receive Divine help meant for humanity and therefore receive one less benny per session.

POTESTIM

Potestim (Po-test-im) are the offspring of human women and angels from the Powers rank of the angel hierarchy. The primary duty of these angels is to supervise the movements of the heavenly bodies to ensure that the universe remains in order. Humans with this sort of angel DNA develop an affinity to understand time and direction, and can sometimes sense danger.

ABSOLUTE TIME SENSE

Potestim can gauge the passage of time accurately.

DANGER SENSE

Potestim can sense danger. See *Savage Worlds* Danger Sense Edge.

DIRECTIONAL SENSE

Potestim have a natural sense of direction and can also gauge distances accurately.

CLUELESS

Potestim are so innately focused on their connection to the world that they can be a bit clueless when it comes to common human knowledge. Potestim should apply -2 to most Common Knowledge rolls.

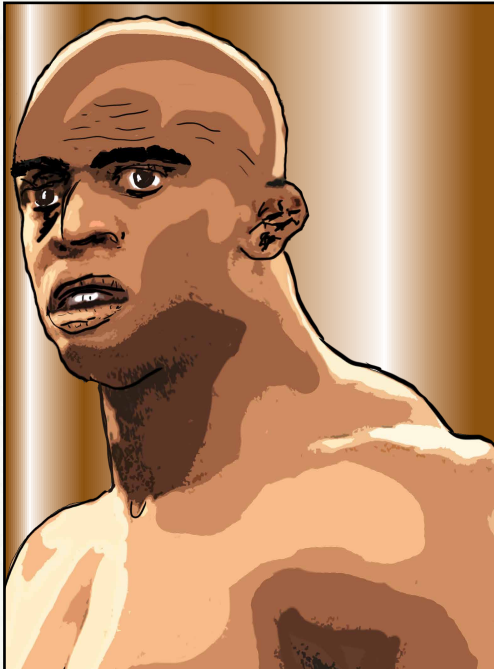
DISTANT

Potestim can appear distant or spacey as they are more aligned with the mechanics of the world than interacting with humanity.



REPHAIM

Rephaim (Ref-eye-im) are the offspring of human women and angels, the lowest rank of the angelic hierarchy. The angelic DNA manifests in Rephaim by making them larger and tougher than average humans.



STRONG

Rephaim have some of the strength of their angelic ancestry. They start with a d8 Strength attribute instead of a d4.

REACH

The Rephaim's large frame grants them +1 Reach.

BIG FRAME

Attackers add +1 to their attack rolls attacking Rephaim due to their oversized stature.

CLUMSY

Agility suffers a -1 penalty to all roll.

ZIZIM

Zizim (Zy-zim) are the offspring of human women and the four-headed Cherub angels that directly attended God. In the case of the Zizim, these offspring received the DNA of the eagle. They tend to be slight of build due to their low bone density.



FLIGHT

When a Zizim tries to escape danger, they may instinctively develop the ability to fly, manifesting as jumping impossible distances or falling into a perfect landing. Those that gain control over their flight can manifest it however they choose. Examples being levitation or manifesting angel wings. Zizim can fly at their basic Pace and even "run" while flying. It costs 2" of Pace to gain 1" of height.

EAGLE'S EYES

Like eagles, Zizim are renowned for their excellent eyesight. They have two centers of focus in each eye which allows them to see forward and to the side at the same time, giving them +2 to Notice rolls. They are always considered active guards for Stealth checks.

LOW-DENSITY BONES

Zizim have -1 Toughness.

ATTRIBUTES

Your agent begins with a d4 in each of his five Attributes: Agility, Smarts, Spirit, Strength, and Vigor. You have 5 points to distribute among them as you choose. Raising an attribute by a die type costs 1 point, and you may not raise an attribute above d12.

SKILLS

Survival for a Secret Agent of CROSS comes down to having the right skill at the right time. These skills include combat abilities like Shooting and Fighting, as well as knowledge or professional aptitudes like Driving, Stealth, and Investigation. These generic descriptions encompass broad fields and their various related aspects. Fighting, for example, includes everything from hand-to-hand combat to wielding all forms of melee weapons.

Beginning characters start with a d4 in Shooting due to mandatory firearm training and 15 skill points to allocate to skills. One point initially purchases a d4, and each additional point spent on that same skill increases the skill by a die type. Thus, three skill points spent in Stealth buys a d8 so long as the skill is equal to or less than the linked Attribute, in this case, Agility. It is possible for a skill to exceed the Attribute, but each die type over the Attribute costs 2 points per die type, and as with Attributes, no skill may start above d12.

Example: *Persuasion is linked to Spirit. A character with a d8 Spirit can buy Persuasion for one point per die type to d8. Buying a d10 costs 2 points, and a d12 costs another 2 points.*

Since CROSS missions require a lot of attention to detail and investigation, all agents should consider taking Notice and one or more agents should also have Investigation and Streetwise.

ROLES

Being in a secret agent organization, CROSS characters usually fit certain roles on a team. While it isn't necessary to fill them all, the game works best if you begin the character generation process by basing your character off one of the following Roles. These Roles are simply *Savage Worlds* mechanics grouped together to represent one of these CROSS Roles. Everything here can be built with the standard character generation rules in *Savage Worlds* along with the new Hindrances and Edges on page 56-59. However, the miracles that are listed with each Role include trappings that may change how the Power works for that particular miracle.

Secret Agents of CROSS doesn't require the use of the included Roles and, with GM's approval, derivatives of existing Roles are bound to create interesting new avenues to explore. Also, players can create entirely new Roles, again with GM's permission. When doing this, build out the entire Role with the standard components defined below.

The Roles have the following components:

Examples: These are some examples of the types of characters

from fiction or others games that are similar to the Role.

Congregation: This is the congregation where agents in that Role are assigned.

Recommended Attributes: Attributes most commonly associated with the Role and die levels set to a level that would provide general competence in the Role and meet the requirements for the recommended Edges.

Recommended Skills: Skills most commonly associated with the Role and die levels set to a level that would provide general competence in the Role and meet the requirements for the recommended Edges.

Recommended Edges: Suggested Edges that fit the Role.

Default Patron: A Catholic patron most often identified with people in the Role. See more on **Patrons**, page 59.

Default Miracles: List of miracles associated with the Role. These are all available when the agent selects the Role and purchases Arcane Background (miracles). Note there are some trappings below that affect the mechanics of the Power used for the miracle. For more on miracles, see **Miracles**, page 64.

CRUSADER

Description: When Cardinal McDonnell first established CROSS, the initial agents came from the ranks of the Swiss Guard, setting the standard for what a true defender of the faith should be. Strong and capable of going toe to toe with the toughest enemies, a Crusader is a formidable opponent to anyone that would harm a member of God's flock. In general, Crusaders are best in melee combat, but as they become more experienced may branch out into ranged combat expertise as well.

Examples: Hitter, Brick, Tank

Congregation: Strategic Operations

Recommended Attributes: Strength d8, Vigor d6

Recommended Skills: Fighting d8, Taunt d4

Recommended Edges: Brawny, Sweep

Default Patron: Saint Louis IX of France

Default Miracles: Armor of God (*Armor*, Self only), Conviction (*Slow*), Fortitude (*Boost/Lower Trait*, Boost Only, Strength or Vigor only, Self only), Hallow (*Smite*, Melee only), Intercession (*Healing*, Takes equivalent damage healed), King's Favor (*Warrior's Gift*)

EXORCIST

Description: Demons and otherworldly creatures are everywhere seeding doubt, anger, resentment, and betrayal throughout humanity. One class of CROSS agents concentrate on these infernal monsters—Exorcists. These Catholic priests are specially trained in rituals and scripture to banish evil beings from Earth. Do not assume that every Exorcist has to be a bible-banging cosack-wearing preacher-man. There are several CROSS Exorcists that hunt their targets with science as well as ancient miracles.

Examples: Badass Preacher, Sexy Priest, Good Shepherd

Congregation: Exorcism Services

Recommended Attributes: Smarts d6, Spirit d8

Recommended Skills: Faith d8, Healing d8, Knowledge (Occult) d6

Recommended Edges: Arcane Background (Miracles), Healer

Default Patron: Saint Michael the Archangel

Default Miracles: Consecrate Me (*Armor*, Self Only), Desiccate (*Drain Power Points*, supernatural only), Dispel (*Dispel*, supernatural only), Exorcism (*Banish*), Expose Supernatural (*Detect/Conceal Arcana*, Detect only), Fear of the Lord (*Fear*, Fear of the Lord's wrath), Hallow (*Smite*), Sanctifying Circle (*Barrier*, Only versus supernatural), Smite (*Bolt*, Only versus supernatural)

HEALER

Description: Treat the ills of the flock all over the world as a Healer. These agents are attuned to God's Grace — God's love and concern for humanity. They channel God's power to ease the suffering and physical damage of their patients.

Examples: Medic, Buffer, Supporter
Congregation: Mysticism Services or Medical Services
Recommended Attributes: Spirit d8
Recommended Skills: Faith d8, Healing d8
Recommended Edges: Arcane Background (Miracles), Healer
Default Patron: Saint Brigid of Ireland
Default Miracles: Angel's Wings (*Fly*), Bless (*Boost/Lower Trait*, Boost only, Others only), Chrism (*Smite*), Deliverance (*Deflection*), Efficacious Grace (*Warrior's Gift*), Extreme Unction (*Greater Healing*), Renewal (*Succor*), Summon Divine (*Summon Ally*; saints, angels or duplicate), Unction (*Healing*)

HOLY GHOST

Description: Join CROSS to hack computers, drones, and even cyborgs as a Holy Ghost. The modern world is a connected world and not unlike an iceberg, with only a small portion out in the open and visible to all. A Holy Ghost excels at accessing the parts of the Internet that the majority of users could never find.

Examples: Techie, Hacker, Ghost in the Machine
Congregation: Technology Services
Recommended Attributes: Smarts d8
Recommended Skills: Knowledge (Computers) d8, Investigation d8, Notice d6
Recommended Edges: Hacker or Arcane Background (Miracles), Connections
Default Patron: Saint Isidore of Seville
Default Miracles: Illuminate (*Boost/Lower Trait*, Boost Smarts or Smarts-based skills only), Speak in Tongues (*Speak Language*, Read & write only)

INQUISITOR

Description: An Inquisitor seeks the truth. In a world full of secrets and lies, it is an Inquisitor's job to sift through both to find the truth. Enemies of civilization are everywhere multiplying faster than those that would stop them can contain. Sorting through data in whatever form, from an 8th Century scroll to a corporate computer network, Inquisitors find the information necessary for the team to plan and execute missions around the world.

Examples: Detective, Investigator
Congregation: Information Services

Recommended Attributes: Smarts d8, Spirit d6
Recommended Skills: Investigation d8, Notice d6, Streetwise d8, Knowledge (Forensics) d6
Recommended Edges: Connections, Investigator
Default Patron: Saint Peter of Verona
Default Miracles: Confession (*Mind Reading*), Fear of the Lord (*Fear*, Fear of the Lord's wrath), Illuminate (*Boost/Lower Trait*, Boost Smarts or Smarts-based skills only), Speak in Tongues (*Speak Language*)

JUDAS AGENT

Description: Grift and con your enemies in the name of God as a Judas Agent. When one's job is to oppose evil, someone needs to be able to look that evil in the eye and lie to it with a smile. Placating the curious, talking their way into someplace they shouldn't be, and covering a truth too horrible to be discovered are all standard procedures of the Judas Agent. Every organization has someone that "knows a guy" and on a CROSS team, this is the agent that has those connections.

Examples: Grifter, Face, Con-man
Congregation: Strategic Operations or Information Services
Recommended Attributes: Smarts d8, Spirit d8, Vigor d4
Recommended Skills: Intimidation d8, Persuasion d8, Stealth d6, Streetwise d8
Recommended Edges: Charismatic, Connections
Default Patron: Saint Genesius
Default Miracles: Believe (*Puppet*, The target will have a revelation that God wants them to believe in or realize something), Divine Disguise (*Disguise*), Speak in Tongues (*Speak Language*, Speak only)

MYSTIC

Description: If God has always been speaking to you, you should become a Mystic and share His guidance with CROSS. While the Exorcist performs miracles that channel Christ's powers through ritual and scripture, the Mystic is innately attuned to God's Grace and seem to spontaneously manifest miracles, at times without even being aware of it.

Examples: Prophet, Chosen One, Enigma
Congregation: Mysticism Services
Recommended Attributes: Spirit d8
Recommended Skills: Faith d8
Recommended Edges: Arcane Background (Miracles)
Default Patron: God's Grace
Default Miracles: Communion with God (*Divination*, Divine Christians only), Gifts of the Holy Spirit: (*Boost/Lower Trait*, Understanding (Boost Notice), Council (Boost Persuasion), Wisdom (Boost Streetwise), Knowledge (Boost Smarts), Piety (Boost Spirit), Fortitude (Boost Vigor), Lower Spirit (*Fear*), Speak in Tongues (*Speak Language*, Speak only), Transfigure (*Blind*)

PALATINE

Description: Assassinate the unredeemable enemies of the flock as a Palatine. Working side by side with Crusaders, the Palatine's

origins also stem from the Swiss Guard but are more focused on marksmanship than close-quarter fighting. Regardless of their focus, these warriors are essential members of a CROSS team and provide ranged support when a mission gets physical.

Examples: Marksman, Sniper, Firearms Specialist

Congregation: Strategic Operations

Recommended Attributes: Agility d8, Strength d6

Recommended Skills: Climbing d6, Fighting d6, Notice d6, Shooting d8

Recommended Edges: Alertness

Default Patron: Saint Sebastian

Default Miracles: Godsend (*Warrior's Gift*), Perfect Angel Eyes (*Farsight*)

SILENT KNIGHT

Description: Infiltrate locations of the flock's enemies as a Silent Knight. Getting into and out of places you are not supposed to be is your trademark. Even though CROSS agents seek the truth, sometimes, holding back the darkness requires stepping into the shadows to do so. A Silent Knight thrives in these shadows and the challenge of confronting an opponent on their own turf.

Examples: Infiltrator, Thief, Burglar, Prowler

Congregation: Strategic Operations

Attributes: Agility d8

Recommended Skills: Climbing d6, Investigation d8, Lock-picking d6, and Stealth d8

Recommended Edges: Thief

Default Patron: Saint Dismas

Default Miracles: Darkness (*Light/Obsecure*, *Obsecure* only), Godspeed (*Speed*), Haste (*Quickness*), *Invisibility*, Spirit Travel (*Teleport*), Subtlety of the Body (*Intangibility*), Votive (*Light/Obsecure*, *Light* only), Walk on Walls (*Wall Walker*)

WRATH

Description: Unleash the Lord's fury on evil as a Wrath. While a Mystic is attuned directly to God, a Wrath is attuned to His judgment of human sin and disobedience. Wrath often respond with anger and violence in the presence of perceived wrong and injustice.

Examples: Erinyes (fury), Berserker, Dark Form

Congregation: Mysticism Services

Recommended Attributes: Spirit d8

Recommended Skills: Faith d8

Recommended Edges: Arcane Background (Miracles)

Default Patron: God's Wrath

Default Miracles: Curse (*Boost/Lower Trait*, *Lower trait*), Earthquake (*Pummel*), Flaming Rebuke (*Burst*), Flood (*Pummel*), Plague (*Blast*), Repent (*Puppet*, Target feels compelled to repent), Tornado (*Havoc*)

NATIONALITY

CROSS employs agents from nations all around the world. In general, nationality is mainly player preference and a way to

help you create your background. However, here are a few options that would be common for players to consider.

PREDOMINATELY CATHOLIC COUNTRIES

Some countries have a very homogeneous saturation of Catholics, with the religion's customs and norms becoming ingrained in the country's culture. Agents that grew up in these countries have learned much about Catholicism because it was just part of daily life. Players that decide to have their agent originate from these countries should consider starting the game with a d4 in Knowledge (Catholicism).

Here is a list of these predominately Catholic countries. Players could probably justify others with GM permission:

Andorra, Argentina, Bolivia, Brazil, Cabo Verde, Columbia, Ecuador, Equatorial Guinea, France, Ireland, Italy, Liechtenstein, Lithuania, Malta, Mexico, Panama, Paraguay, Poland, Portugal, San Marino, Spain, Venezuela

SWISS

Ex-members of the Swiss Army and the Swiss Guard made up the original group of CROSS agents, and much of their basic training principles come from those organizations. Players whose agent originated in one or both of those organizations should consider placing a point in either Fighting, Knowledge (Battle), or Shooting.

LANGUAGES

Your agents know a number of languages equal to half his Smarts die. The first language he knows is his native language. You need not establish the other languages you speak at the beginning of the campaign, instead adding them to the character sheet as the need for them comes up. Any permanent increase in your Smarts die also gives you additional languages slots to fill during play.

DERIVED STATISTICS

Derive secondary statistics for your agent as in *Savage Worlds*.

HINDRANCES

If you choose to take Hindrances, you can use the points you gain from them to buy the benefits below. You may take one Major Hindrance (worth 2 points) and up to two Minor Hindrances (worth 1 point each).

For 2 Hindrance points, you can either raise an attribute one die type or choose one Edge. For 1 Hindrance point, you can gain another skill point, or add an additional \$500 for selecting Gear. No die type can exceed d12 by taking Hindrances.

PROHIBITED HINDRANCES

DOUBTING THOMAS

This Hindrance is not available for CROSS agents.

SETTING SUPPORTING HINDRANCES

The following are suggested uses of existing *Savage Worlds* Hindrances, which help capture the feel of being a secret agent of CROSS.

DEATH WISH (MINOR)

Willing Martyr: Your agent is willing to suffer torture and death rather than deny his faith in Christ.

VOW (MINOR/MAJOR)

All CROSS members take a vow to follow the Six Holy Statutes (see page 50). Agents cannot take this particular vow as part of their agent's Hindrances. However, you can create other Vows or use the ones below for your agent.

Obligations: Some members of CROSS have a lot of demands on their time. Some agents may have a duty to the priesthood, the Vatican, or military and civilian organizations that require time. Whatever it is, the character is bound to complete any obligations put on them. If your agent's obligations are only occasionally inconvenient, take Vow as a Minor Hindrance. If your agent's obligations are often inconvenient, nonsensical, time-consuming, or could put your agent in harm's way, then take Vow as a Major Hindrance.

Disciple: A disciple is a member of the Church that attempts to follow in the footsteps of Christ and do all they can to emulate Him. Disciples of Christ are described as loving, joyful, peaceful, patient, kind, good, faithful, gentle, and self-controlled. They should not be arrogant, critical, self-righteous, condemning, and closed-minded. Agents that act as disciples of Christ should take the Vow Hindrance as Major.

NEW HINDRANCES

Below is a new Hindrance introduced for *Secret Agents of CROSS*.

STIGMATA (MINOR/MAJOR)

As a Minor hindrance, this agent develops cosmetic body marks, sores, or sensations of pain in locations corresponding to the Crucifixion wounds of Jesus Christ, such as the hands, wrists, and feet, at the GM's discretion. Depending on the viewer and the situation this may grant the stigmatic a -1 Charisma or +1 Charisma. As a Major hindrance, the agent will also bleed whenever using her Faith skill.

EDGES

Remember, human characters get one free starting Edge. The Roles already have the most likely Edges listed, but in some cases, the character's background may call for a particular Edge that will lead to unique and more interesting agents, so a perusal of the **Edges** section of *Savage Worlds* is strongly recommended.

SETTING SUPPORTING EDGES

The following are suggested uses of existing *Savage Worlds* Edges, which help capture the feel of being a secret agent of CROSS.

GREATER LUCK/LUCK

Blessed: Your agent is blessed by Divine Intervention. Use the rules for the Luck Edges to give your agent extra bennies at the start of each session.

NEW EDGES

Below are the details for the new Edges for the *Secret Agents of CROSS* setting.

BACKGROUND EDGES

ARMORY ACCESS

Requirements: Novice

Each time you take this Edge, your agent can requisition \$1,000 worth of gear that will be available in the closest safe house to the mission area. GM may limit excessive buys of this Edge.

CYBERNETICS ACCESS

Requirements: Novice, Vigor d6+

Your agent can install cybernetics by buying the Cybernetics Access Edge. Each time the agent takes this Edge, he can select up to \$5000 of cybernetics components. By taking this Edge, you must take a permanent -1 penalty to Charisma for each location where you install your cybernetics which includes Head, Left Arm/Right Arm, Legs, Torso, Nervous System. (See **Location** column on the chart below). This represents your change in weight, appearance, or personality. Cyborgs tend to become more cold and distant as they add cybernetics. See the chart below for details on cybernetic options. Note that the **BUYS** column denotes how many times the component can be taken.

CYBERNETICS	LOCATION	BUYS	COST
<i>Absolute Range Sense:</i> You can calculate the exact distance to a person or object.	Head	1	\$500
<i>Adrenalin Booster:</i> Adds +2 to Spirit roll when attempting to recover from being Shaken.	Nervous System	1	\$2500
<i>Anti-Glare Lens:</i> Negates the -2 to the Agility roll when targeted by the Blind power or gear based on it.	Head	1	\$500
<i>Aqualung:</i> Breathe underwater.	Torso	1	\$2500
<i>Arm Blaster:</i> See Laser Pistol in <i>Savage Worlds</i> , shots recover at 6 per hour.	Left/Right Arm	1	\$2500
<i>Arm Taser:</i> Range 1/2/4, Special, RoF 1, Shots 5, Victim must make a Vigor roll at -2 or take 2d6 nonlethal damage.	Left/Right Arm	1	\$2500

CYBERNETICS	LOCATION	BUYS	COST
<i>Armored Organs</i> : +2 Armor bonus.	Torso	1	\$1500
<i>Brain Chip (Impersonation)</i> : +2 bonus to Persuasion when using impersonated voice, chip must analyze a 30-second clip of a target's speech.	Nervous System	1	\$2500
<i>Brain Chip (Mental Static)</i> : +1 die step to Smarts vs. <i>Mind Reading</i> and <i>Puppet</i> .	Nervous System	1	\$1500
<i>Chameleon Skin</i> : Using complex conformal algorithms, extensive cameras, and LED emitters the cyborg can effectively camouflage himself using his current environment, +2 bonus to Stealth when moving at half Pace.	Torso	1	\$5000
<i>Collateral Targeting Governor</i> : Eliminates the Innocent Bystander rule when firing into melee.	Head	1	\$1000
<i>Computer-assisted Dodge</i> : Adds Dodge, Increased Dodge Edge or additional -1 to be hit with ranged attacks.	Nervous System	3	\$5000
<i>Cybernetic Legs</i> : +2 Pace and increase Running die one step, can also be taken with the Fleet-Footed Edge.	Legs	1	\$2500
<i>Load Bearing Enhancement</i> : Load Limit 10x Strength.	Torso	2	\$2500
<i>Cybernetic Nervous System</i> : +1 die step improved Agility.	Nervous System	2	\$3000
<i>Danger Sense</i> : Gain Danger Sense Edge.	Nervous System	1	\$3000
<i>Echolocation</i> : You can pinpoint hidden targets by sound, negating all non-auditory detection penalties within Vigor range.	Head	1	\$5000
<i>Farsense</i> : One of your senses operates at a great distance: 10x normal range for vision, hearing, or smell.	Head	1	\$1000
<i>Gambling Monitor Overlay</i> : +2 to Gambling.	Head	1	\$1000
<i>HD Recorder</i> : You can record several hours of sound and video using directional video and audio sensors.	Head	1	\$2000
<i>Heat Shielding</i> : Heat Resistant covering, negate up to -4 penalty when resisting hot environments, the covering also makes the owner invisible to infravision.	Torso	1	\$1000
<i>Infravision</i> : Halve all darkness penalties to see things that give off heat.	Head	1	\$2500
<i>Inhalation Filtration System</i> : Ignore toxic gases.	Torso	1	\$1000
<i>Myostatin Side Effects Nullifier</i> : This medicine dispensing implant can nullify the side effects caused by taking the Myostatin Blocker Edge, needs replenishing every 12 hours or the Myostatin side effects are no longer nullified.	Nervous System	1	\$5000
<i>Low Light Vision</i> : You negate attack and sight penalties for Dim and Dark lighting.	Head	1	\$2500
<i>Metabolic Amplifier</i> : +2 to Vigor vs. poison and disease.	Nervous System	1	\$1000
<i>Metallic Claws</i> : Str+d6.	Left/Right Arm	1	\$5000
<i>Radio Hearing</i> : You can "hear" radio waves and tune in to different frequencies, intercepting nearby communications with a Notice check.	Head	1	\$500
<i>Reflex Booster</i> : +1 Parry.	Nervous System	1	\$3000
<i>Retractable Razor Blades</i> : Str+d6.	Left/Right Arm	1	\$2500
<i>Scent Detector</i> : You can recognize creatures and objects by scent, +2 to Notice and Tracking within range equal to your Vigor.	Head	1	\$1500
<i>Skill Chip</i> : Add or increase a skill a die type, limited to two increases per skill, chosen skills can be changed once per session or per safe house visit.	Nervous System	8	\$2500
<i>Sub-Dermal Plating</i> : +1 to Toughness.	Torso	4	\$1000
<i>Suction-cup Fingers</i> : Climb automatically at a speed equal to your Climbing skill	Left/Right Arm	1	\$2500
<i>Targeting Computer</i> : When not moving during a round, allows the shooter to ignore up to 2 points of penalties to their Shooting roll.	Head	1	\$500
<i>Tremorsense</i> : Within a Medium Blast Template, you negate all vision based penalties, such as darkness, concealment, and invisibility, if both you and the target are in contact with the same solid surface.	Left/Right Legs	1	\$2500
<i>Ultra-Hearing</i> : You can hear high and low pitched sounds beyond the normal human range, granting +2 to Notice when using hearing.	Head	1	\$1500

CYBERNETICS	LOCATION	BUYS	COST
<i>Uplink</i> : Wi-Fi, cellular, and satellite uplink to the Internet, provides access anywhere in the world as long as one of these services is available.	Head	1	\$500
<i>Nanite Repair module</i> : Automatically heal one wound per day and add +2 to rolls to resist Bleeding Out.	Torso	1	\$5000
<i>Vision Anomaly Detector</i> : +2 to Investigation checks that rely upon sight.	Head	1	\$2500
<i>Vision Enhancement</i> : +2 to Notice checks that rely upon sight.	Head	1	\$2500
<i>Weapon Software</i> : Damage +2 with a single type of weapon.	Head	2	\$5000

FLAGELLANT

Requirements: Novice

Your agent subjects themselves to flogging as part of their religious devotion. Due to this exposure to pain, the agent adds +2 to Spirit rolls when attempting to recover from being Shaken and can ignore 1 point of wound penalty. Taking this Edge also gives the agent the equivalent of a Major Hindrance equating to a -1 Charisma due to the scars, and if unable to flog themselves daily, -1 to Spirit rolls.

PROFESSIONAL EDGE

HACKER

Requirements: Novice, Smarts d8+, Knowledge (Computers) d8+, Investigation d8+

Hackers are individuals trained in the art of breaking into protected computer systems. Hackers add +2 to their Knowledge (Computers) skill rolls when trying to infiltrate computer networks and systems and +2 to Investigation rolls when using computers as part of an investigation.

COMBAT EDGES

IRON SHROUD ATTUNEMENT

Requirements: Novice, Fighting or Shooting of d8+

The agent is trained in the use of Iron Shroud armor. CROSS has engineered five versions of the armor, and an agent can buy this Edge up to five times to get access to each version. See **Chapter 4: Gear** to read more about the Iron Shroud armor and an extensive list of modifications.

MARTYR

Requirements: Novice

Agents of Christ do some of their best work when under the stress of persecution and violence. For each wound the agent takes, his Wild Die will go up by one die step.

MYOSTATIN BLOCKER

Requirements: Novice

Dr. Grenier's myostatin blocker formula raises the agent's athleticism to Olympic athletic levels. Agents receive +1 die step in

both Strength and Agility. Taking this Edge also gives the agent the equivalent of a Major Hindrance where the agent will need to cover up in direct sunlight or suffer one level of Fatigue (-1 to all Trait tests). The agent can recover from this level of Fatigue by avoiding direct sunlight for 30 minutes.

RIGHTEOUS HAND

Requirements: Heroic, Champion

This holy warrior can channel his faith into a blow with his melee or ranged weapon of choice selected when this Edge is purchased. Their attacks gain AP 2 when fighting supernaturally evil creatures.

GEAR

Each starting agent is granted \$500 to purchase personal gear. They can select an additional \$500 for each Hindrance point spent on gear. To select gear, see the **Gear** section in *Savage Worlds* and **Chapter 4: Gear**. All purchased gear will be in the agents' safe house if they arrive at the mission area in a way where they are unable to travel with their gear.

Note: All agents are issued a SIG Pro pistol (see page 85) for free.

PATRONS

Patrons are most often saints that can provide help to those that ask for their aid in the form of counsel and assistance in miracle working. Additionally, angels and even God himself can act as a patron. Each Role has a listed default patron, who is the one most often identified to have a bond, connection, or affinity to that particular Role. However, with the GM's permission, it is possible to select a different patron.

A patron can merely be for flavor or they can have direct game effects. For flavor, the agent could call on a saint when expressing consternation ("By the beard of Saint Dismas!"). However, if the agent has taken Arcane Background (Miracles), then it is this patron that intercedes for the agent with God to grant access to the agent's miracles.

Below are details on the saints listed as patrons for the Roles. Statistics have been included for the default patrons because these or similar ones could be summoned to Earth with the Summon Divine miracle. See **Summoning** on page 89 for more on using saints. Note: God's aspects of Grace and Wrath cannot be summoned and so only the miracles granted through each aspect is included in the statistics. You will also notice a list of Tags included with each saint.

For more on this, see **The Nature of Things** on page 88.

If desired, use this as a format for creating your own saints.

BRIGID OF IRELAND

Saint Brigid was born as Brigit to a Leinster chieftain named Dubthach and a slave woman named Brocca.

As a child, Brigid would often donate her parents' possessions or food so that others would not starve. She was known for her charity as well as for miracle working, caring for the poor, feeding and healing them.

Her father, fed up with Brigid's willingness to give away his things, took her to the king to sell her. During the discussion, Brigid gave away the king's jeweled sword to a nearby beggar. The Christian king was not angry but saw her charity first-hand and convinced Brigid's father to grant her freedom.

As a free woman, Brigid continued her philanthropy, eventually opening up a monastery and two monastic institutions spreading her charity throughout Ireland and beyond.



Quote: "I would like an abundance of peace. I would like full vessels of charity. I would like rich treasures of mercy. I would like cheerfulness to preside over all." (Saint Brigid)

Relics: A piece of her skull is located in Saint Bridget's Church in Kilcurry and Killester, Ireland.

Patronage: Healers

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

Skills: Faith d10, Fighting d4, Notice d6, Persuasion d6

Charisma: -; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Edges: Arcane Background (Miracles), Common Bond, Healer

Hindrances: Stubborn, Quirk (Always wants to help)

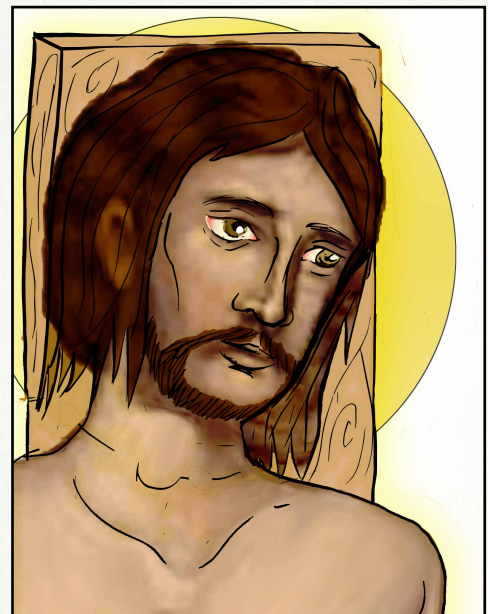
Miracles: Angel's Wings (*Fly*), Bless (*Boost/Lower Trait*, Boost only, Others only), Chrism (*Smite*), Deliverance (*Deflection*), Efficacious Grace (*Warrior's Gift*), Extreme Unction (*Greater Healing*), Renewal (*Succor*), Summon Divine (*Summon Ally*; saints, angels or duplicate), Unction (*Healing*)

Gear: Reed cross

Tags: Allegiance to Heaven, Divine, Supernatural, Spirit

DISMAS

Saint Dismas, also known as the Good Thief, was crucified with Christ on Calvary. Dismas admitted to his sins as both of them were dying on the cross. At one point the thief asked Christ to remember him when he is in Heaven, and Christ told Dismas that he would accompany him to paradise. Dismas's sainthood highlights the hard road to salvation and that it can be achieved anywhere and at any time.



Quote: "Jesus, remember me when you come into your kingdom." (Saint Dismas)

Relics: The cross beam where Saint Dismas was nailed is located in the Basilica of the Holy Cross in Jerusalem, Rome, Italy.

Patronage: Repentant Thieves, Prisoners

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

Skills: Climbing d6, Faith d6, Fighting d6, Investigation d6,

Lockpicking d6, Stealth d8, Streetwise d6

Charisma: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Edges: Arcane Background (Magic), Thief

Hindrances: Outsider, Quirk (Penitent)

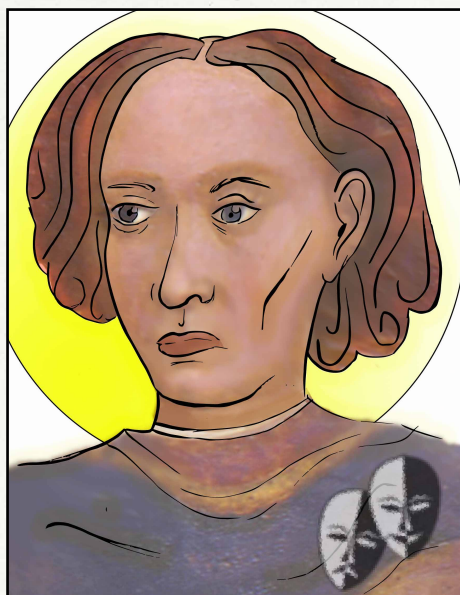
Miracles: Darkness (*Light/Obscure*, Obscure only), Godspeed (*Speed*), Haste (*Quickness*), Invisibility, Spirit Travel (*Teleport*), Subtlety of the Body (*Intangibility*), Votive (*Light/Obscure*, Light only), Walk on Walls (*Wall Walker*)

Gear: Cross

Tags: Allegiance to Heaven, Divine, Supernatural, Spirit

GENESIUS

During the persecution of Christians by Emperor Diocletian, the actor Genesis tried to capitalize on the Emperor's hatred of the Christians by staging a play mocking the religious. Genesis cast himself as a bedridden sick man asking to be baptized before death. Another actor playing a priest came to baptize the man and as the baptismal water poured over Genesis the grace of God fell on him, and he saw the truth of the Christian faith. Genesis couldn't help but announce his new love of God and salvation. Diocletian was furious and had Genesis, who refused to renounce his new faith, tortured and beheaded.



Quote: "Wherefore, I advise you, O great and mighty emperor, and all ye people here present, who have ridiculed these mysteries, to believe, with me, that Jesus Christ is true Lord; that he is the light and the truth; and that it is through him you may obtain the forgiveness of your sins." (Saint Genesis)

Relics: Genesis's remains are located in a tomb at the Church of Saint Susanna at the Baths of Diocletian, Rome, Italy.

Patronage: Actors, Clowns, Comedians, Dancers, Musicians

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

Skills: Faith d6, Fighting d4, Intimidation d6, Notice d8, Persuasion d8, Stealth d6, Streetwise d6

Charisma: +4; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Edges: Arcane Background (Miracles), Attractive, Charismatic

Hindrances: Curious, Overconfident

Miracles: Believe (*Puppet*, The target will have a revelation that God wants them to believe in or realize something), Divine Disguise (*Disguise*), Speak in Tongues (*Speak Language*, Speak only)

Gear: Theatre Masks

Tags: Allegiance to Heaven, Divine, Supernatural, Spirit

GOD'S GRACE

God's Grace is the aspect of God that is the unexpected and undeserved love and mercy given by God to man. Agents with Arcane Background (Miracles) that have taken God's Grace as a patron can directly channel God's grace via the act of miracles to provide benevolent acts to help others during a mission.



Quote: God is perfectly able to enrich you with every grace, so that you always have enough for every conceivable need, and your resources overflow in all kinds of good work. (2 Corinthians 9:8, NJB)

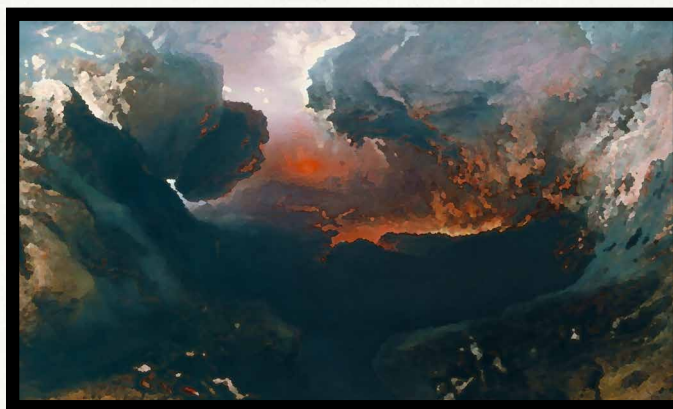
God's grace has no physical manifestation so no statistics have been included other than the miracles He provides.

Patronage: Mystics

Miracles: Communion with God (*Divination*, Divine Christians only), Gifts of the Holy Spirit: (*Boost/Lower Trait*, Understanding (Boost Notice), Council (Boost Persuasion), Wisdom (Boost Streetwise), Knowledge (Boost Smarts), Piety (Boost Spirit), Fortitude (Boost Vigor), Lower Spirit (*Fear*), Speak in Tongues (*Speak Language*, Speak only), Transfigure (*Blind*)

GOD'S WRATH

God's Wrath is the aspect of God that is the pure and deserving application of God's justice. Agents with Arcane Background (Miracles) that have taken God's Grace as a patron can directly channel God's wrath via the act of miracles to provide violent but just acts to help complete CROSS missions.



Quote: I will execute great vengeance on them with wrathful rebukes. Then they will know that I am the Lord, when I lay my vengeance upon them." (Ezekiel 25:17 ESV)

God's Wrath has no physical manifestation so no statistics have been included other than the miracles He provides.

Patronage: Wraths

Miracles: Curse (*Boost/Lower Trait*, Lower trait), Earthquake (*Pummel*), Flaming Rebuke (*Burst*), Flood (*Pummel*), Plague (*Blast*), Repent (*Puppet*, Target feels compelled to repent), Tornado (*Havoc*)

ISIDORE OF SEVILLE



The patron saint of the Internet is Saint Isidore of Seville, a bishop and scholar, who was suggested for the role by the late Pope John Paul II. Isidore wrote 20 books known as the *Origins* where he tried to record everything that was known at his time.

Quote: "Live as if you were to die tomorrow. Learn as if you were to live forever." (Saint Isidore of Seville)

Relics: Several of Saint Isidore's bones rest in a silver urn in the Cathedral Church of Saint Mary in Murcia, Spain.

Patronage: Computer Users and Technicians, Programmers, Students

Attributes: Agility d6, Smarts d12, Spirit d10, Strength d4, Vigor d4

Skills: Faith d8, Fighting d4, Knowledge (Ancient Science) d10, Knowledge (Ancient World) d10, Notice d6, Persuasion d6

Charisma: -; **Pace:** 5; **Parry:** 4; **Toughness:** 4

Edges: Arcane Background (Miracles), Linguist, Jack-of-All-Trades, Scholar

Hindrances: Elderly, Quirk (Know-It-All)

Miracles: Illuminate (*Boost/Lower Trait*, Boost Smarts or Smarts-based skills only), Speak in Tongues (*Speak Language*,

Read & write only)

Gear: Pen

Tags: Allegiance to Heaven, Divine, Supernatural, Spirit

LOUIS IX OF FRANCE



Louis IX became the king of France at the age of twelve under the regency of his mother, Blanche and assumed full kingship on his twenty-first birthday. He was a devoted Christian and loved his people. After staving off attacks by England, he became ill and vowed to lead a Crusade if he would survive. He led the failed Seventh Crusade and fell into despair. After he returned home he strove to create a holy nation that helped the poor, provided a system of laws and trials based on testimony and facts. Eventually, Louis turned his eyes back to the Crusades and planned a well-organized attack on Tunisia. The fleet arrived and was struck with an epidemic of dysentery that swept through the Crusader army and also killed Louis.

Quote: "You should, with all your strength, shun everything which you believe to be displeasing to Him." (Saint Louis IX)

Relics: Saint Louis's heart is buried in the cathedral of Monreale near Palermo, Italy. His bones were interred in the Basilica of Saint-Denis at Saint-Denis, Paris, France.

Patronage: Crusaders

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

Skills: Faith d8, Fighting d10, Notice d6, Persuasion d8

Charisma: -; **Pace:** 6; **Parry:** 7; **Toughness:** 6

Edges: Arcane Background (Miracles), Command, Fervor, Holy Warrior, Inspire, Leader of Men, Natural Leader

Hindrances: Vow (Disciple)

Miracles: Armor of God (*Armor*, Self only), Conviction (*Slow*), Fortitude (*Boost/Lower Trait*, Boost only, Strength or Vigor only, Self only), Hallow (*Smite*, Melee only), Intercession (*Heal*,

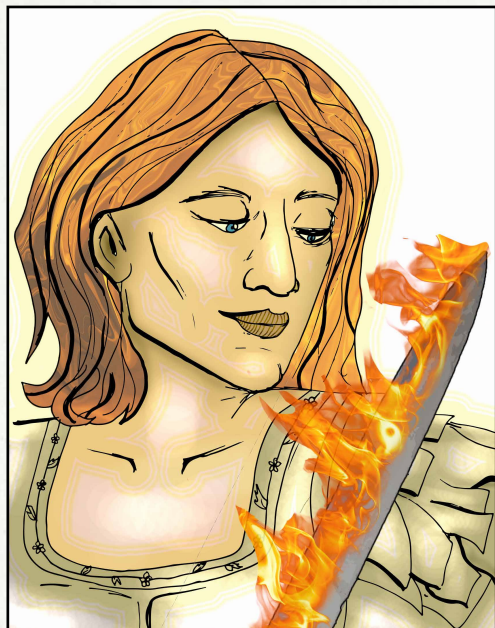
ing, Takes equivalent damage healed), King's Favor (*Warrior's Gift*)

Gear: Crown

Tags: Allegiance to Heaven, Divine, Supernatural, Spirit

⦿ MICHAEL THE ARCHANGEL

Saint Michael is the angel that led the army of angels who defeated Lucifer and cast him and his rebellious angels into Hell. Those fallen angels became demons and with Lucifer's encouragement, began to tempt, torture, and possess humanity. It is Michael that is called upon as a part of the Rite of Exorcism, a series of actions perform by exorcists, to cast the demons out and end the demonic possession of a victim.



Quote: "Be our protection against the wickedness and snares of the devil. May God rebuke him, we humbly pray, and do thou, O Prince of the heavenly host, by the power of God, thrust into Hell Satan and all the other evil spirits who roam about the world seeking the ruin of souls." (Prayer to Saint Michael)

Patronage: Exorcists, Warriors

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

Skills: Faith d8, Fighting d8, Intimidation d8, Investigation d8, Notice d8, Persuasion d12

Charisma: +2; **Pace:** 6; **Parry:** 6; **Toughness:** 16

Edges: Arcane Background (Miracles), Attractive, Champion, Command, Harder to Kill, Hold the Line!, Leader of Men, Level Headed

Hindrances: Vow (Major, Serve God)

Miracles: Armor of God (*Armor*, Self only), Conviction (*Slow*), Fortitude (*Boost/Lower Trait*, Boost only, Strength or Vigor only, Self only), Hallow (*Smite*, Melee only), Intercession (*Healing*, Takes equivalent damage healed), King's Favor (*Warrior's Gift*)

Special Abilities:

- **Armor of God:** +8 Toughness.

- **Flame Sword:** 2d8 fire damage; wielder is considered armed when attacking and unarmed when defending, chance of catching fire (See **Fire** in *Savage Worlds*).

- **Flight:** These angels have a Flying Pace of 24" and Climb of 3.

Tags: Allegiance to Heaven, Divine, Supernatural, Spirit

⦿ PETER OF VERONA

Saint Peter of Verona was born to Catharist parents, but was educated in Catholic institutions and became a great preacher. He was appointed by Pope Gregory IX as an inquisitor in Northern Italy, the home of many Catharists. He was murdered by a Catharist assassin at the age of 46.

Quote: "I believe in God." (Saint Dismas as he lay dying at his assassin's feet)

Relics: Peter of Verona's head is located in the Portinari Chapel at the Basilica of Sant'Eustorgio, Milan, Italy.



Patronage: Inquisitors

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

Skills: Faith d6, Intimidate d10, Investigation d8, Notice d6, Persuasion d10, Streetwise d8

Charisma: +2; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Edges: Arcane Background (Miracles), Charismatic, Investigator

Hindrances: All Thumbs, Curious, Overconfident

Miracles: Confession (*Mind Reading*), Fear of the Lord (*Fear*, Fear of the Lord's wrath), Illuminate (*Boost/Lower Trait*, Boost Smarts or Smarts-based skills only), Speak in Tongues (*Speak Language*)

Gear: Meat cleaver (Str+d4)

Tags: Allegiance to Heaven, Divine, Supernatural, Spirit

⦿ SEBASTIAN

Saint Sebastian was an early Christian saint, that was killed during the reign of Roman emperor Diocletian's persecution of Christians. Known for speaking out against the sins of the emperor he was tied to a tree and shot with arrows. Amazingly, he survived and continued to reprimand Diocletian for his sins and was finally clubbed to death.

Quote: "The devil strains every nerve to secure the souls which belong to Christ. We should not grudge our toil in wresting them from Satan and giving them back to God." (Saint Sebastian)



Relics: An arrow that struck Sebastian and part of the column he was tied to during his persecution is located in Sebastiano fuori le mura basilica in Rome, Italy.

Patronage: Archers, Soldiers

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

Skills: Faith d10, Fighting d4, Knowledge (Arcana) d6, Notice d6, Persuasion d6

Charisma: -2; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Edges: Arcane Background (Miracles), Harder to Kill

Hindrances: Overconfident, Outsider, Stubborn

Miracles: Godsend (*Warrior's Gift*), Perfect Angel Eyes (*Farsight*)

Gear: Arrows

Tags: Allegiance to Heaven, Divine, Supernatural, Spirit

MIRACLES

If your agent has taken Arcane Background (Miracles), she has access to all miracles listed under Default Miracles in her Role regardless of the Power's Rank. Use of miracles above the agent's Rank applies a negative modifier on their Faith roll, based on the difference between their own Rank and the miracle's Rank (-2 for being one Rank less than the Power's, -4 for being two Ranks less than the Power's, etc.). Each miracle is listed with a descriptive name and the *Savage Worlds* Power in parenthesis. Some of these miracles also list some minor limitations to match the trappings of the application of the Power for each particular miracle. Factor those in as you review the Powers in the Powers section of *Savage Worlds*.

At the end of this book there is a hand out called **Generate a Prayer**. This simple chart can be used by players that create characters with miracles to generate some dialogue when they use their miracles.

BACKGROUND AND NAME

Finally, finish the creation process by naming your agent, and coming up with a background describing what your character did before joining CROSS, why he took on his Role, and how his Race and Nationality affect his life. Keep in mind, that CROSS agents are the best of the best; outside of being a Healer, Mystic, or Wrath who comes to CROSS to get control of their gifts from God, most agents come from other careers that match with their chosen Role.

COVER JOB

As mentioned at the beginning of this chapter all agents receive a cover job or pay and benefits. Here are some suggestions for potential cover jobs.

D100	JOB RESULT
1-4	Acrobat/Gymnast
5-8	Actor/Singer
9-12	Archaeologist
13-16	Counselor
17-20	Detective/Private Investigator
21-24	Diplomat
25-28	Doctor/Nurse
29-32	Fireman
33-36	Gambler
37-40	Government Intelligence Agent
41-44	Government Worker
45-48	Hacker/Social Engineer
49-52	Linguist
53-56	Locksmith
57-60	Paramedic
61-64	Paranormal Investigator
65-68	Pilot
67-70	Police Officer
71-74	Priest/Sister
75-78	Professional Wrestler
79-82	Reporter
83-86	Salesperson
87-90	Scientist
91-94	Security Guard
95-98	Soldier
99-100	Stunt Person

AGENT EXAMPLES

The remainder of this chapter presents examples of these Character Generation rules in action. Note the use of each Role combined with the new races, cybernetics, Edges, and miracles.

NAME	Pierre Grisard	RACE	Human
RANK	Novice	ROLE	Crusader
NATION	France	PATRON	Louis IX

AGILITY	d8	SMARTS	d4
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Fighting	d10	Notice	d6
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Shooting	d4
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SPIRIT	d6	STRENGTH	d6
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Faith	d8	Climbing	d4
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Intimidation	d6	VIGOR	d8
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CHARISMA	-	PACE	6
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PARRY	8	TOUGHNESS	8(2)
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EDGES

Arcane Background (Miracles)

Champion: (+2 damage / Toughness vs. supernatural)

MIRACLES

Armor of God	Conviction
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Fortitude	Hallow
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Intercession	King's Favor
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HINDRANCES	TYPE
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Death Wish (Willing to die in God's service)	Minor
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Vow (Disciple)	Major
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Poverty	Minor
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GEAR

Brass Knuckles (Str+d4 unarmed Attacker)

Flak Jacket (+2, Covers torso)

Long Sword (Str+d8, Includes scimitars)

Medium Shield (+1 Parry, +2 Armor to ranged shots)

SIG Pro



DESCRIPTION

Pierre is a blood descendant of a French Crusader and his family has been part of the French military ever since. Pierre is proud of his military lineage and believes that he is an important link in continuing the chain through future wars.



NAME	Malachi Machado	RACE	Human
RANK	Novice	ROLE	Exorcist
NATION	Italy	PATRON	Michael

AGILITY	d8	SMARTS	d8
Fighting	d6	Knowledge (Catholicism)	d6
Shooting	d8	Knowledge (Occult)	d6
		Notice	d8
		Streetwise	d6
		Taunt	d8
SPIRIT	d8	STRENGTH	d4
Faith	d8	Climbing	d4
		VIGOR	d4
CHARISMA	-2	PACE	6
PARRY	6	TOUGHNESS	6(2)

EDGES

Arcane Background (Miracles)

MIRACLES

Consecrate Me	Desiccate
Dispel	Exorcism
Expose Supernatural	Fear of the Lord
Hallow	Night of Blindness
Sanctifying Circle	Smite

HINDRANCES

TYPE

Arrogant	Major
Mean	Minor
Quirk (Sarcastic)	Minor

GEAR

Dagger (Str+d4)
Flak Jacket (+2, Covers torso)
Lead-loaded cross (Str+d4)
SIG Pro

DESCRIPTION

As a kid, Machado watched all his brothers join MS-13, a notorious international gang, and end up dead. In his investigations into their death, Malachi discovered that part of MS-13's success comes from demonic possession and influence. He joined the priesthood, hoping to one day smite this evil and others like it.



NAME	Father Padro Paz	RACE	Human
RANK	Novice	ROLE	Healer
NATION	United States	PATRON	Brigid

AGILITY d6 SMARTS d6

Fighting	d6	Healing	d8
Shooting	d4	Investigation	d6
		Notice	d6

SPIRIT d6 STRENGTH d6

Faith	d8		
Persuasion	d6	VIGOR	d6

CHARISMA	-	PACE	6
PARRY	5	TOUGHNESS	7(2)

EDGES

Arcane Background (Miracles)
Power Points (+5 Pts.)

MIRACLES

Angel's Wings	Bless
Chism	Deliverance
Efficacious Grace	Extreme Unction
Renewal	Summon Divine
Unction	

HINDRANCES TYPE

Overconfident	Major
Pacifist	Minor
Wanted (Tax Evasion)	Minor

GEAR

Flak Jacket (+2, Covers torso)
SIG Pro

DESCRIPTION

Pedro Paz was the son of a minister, and always had a passion for Professional Wrestling. Using his father's calling as his gimmick he wrestled all over the world as El Milagro bringing salvation to his opponents with his fists. However, during a trip to an upcoming match, his plane went down. The only conscious passenger, Pedro attempted to help the survivors. To his amazement, as he laid his hands on the injured he healed them. In fact, angelic duplicates of himself followed his lead. All the passengers survived the crash and Pedro became his gimmick for real.

NAME	Monk	RACE	Human
RANK	Novice	ROLE	Holy Ghost
NATION	Tibet		

AGILITY	d6	SMARTS	d10
Driving	d4	Investigation	d8
Fighting	d6	Knowledge (Computers)	d10
Piloting	d8	Notice	d6
Shooting	d6	Streetwise	d6
Stealth	d6		

SPRIT	d6	STRENGTH	d4
Persuasion	d6		

CHARISMA	-	PACE	6
PARRY	5	TOUGHNESS	6(2)

EDGES

Connections

Hacker (+2 Knowledge (Computers), +2 Investigation)

HINDRANCES	TYPE
Big Mouth	Minor
Delusional	Minor
Vow (Topple the corrupt)	Major

GEAR

Flak Jacket (+2, Covers torso)

SIG Pro

Starfly Drone

DESCRIPTION

Little is known about the real person behind the Internet handle of the infamous Monk. This hacktivist has long been known to protect the weak and topple the corrupt. While his actions are unquestionably illegal, many feel they are morally defensible. Moreover, no one in cybercrime law-enforcement has been able to trace or catch him...yet. Many believe he is sponsored by a government agency or a powerful and well-connected organization.



NAME	Jonathan Palladino	RACE	Human
RANK	Novice	ROLE	Inquisitor
NATION	Italy (birth)/United States		

AGILITY		SMARTS	
	d6		d8
Fighting	d8	Knowledge (Catholicism)	d4
Lockpicking	d6	Investigation	d8
Shooting	d6	Knowledge (Forensics)	d4
Stealth	d4	Notice	d6
		Streetwise	d6
SPIRIT		STRENGTH	
	d6		d6
Intimidation	d6		
Persuasion	d4		
		VIGOR	
			d4
CHARISMA		PACE	
	-1		6
PARRY		TOUGHNESS	
	6		6(2)

EDGES

Connections

HINDRANCES

TYPE

Anemic	Minor
Bad Luck	Major
Habit (Chronic Cough)	Minor

GEAR

Flak Jacket (+2, Covers torso)
Glock (9mm)
Lockpicks

DESCRIPTION

Palladino is an Italian-American private detective that works almost exclusively for CROSS. In exchange for his skills, CROSS keeps his aplastic anemia in check.





NAME	Juan de la Cruz	RACE	Human
RANK	Novice	ROLE	Judas Agent
NATION	Philippines		

AGILITY	d6	SMARTS	d6
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Fighting	d6	Notice	d6
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Stealth	d6	Streetwise	d6
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Shooting	d4		
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Throwing	d6		
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SPIRIT	d8	STRENGTH	d4
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Intimidation	d8		
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Persuasion	d8		
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VIGOR	d6
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CHARISMA	+4	PACE	6
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PARRY	5	TOUGHNESS	7(2)
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EDGES

Attractive

Charismatic

HINDRANCES	TYPE
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Habit (Always portraying a character)	Minor
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Overconfident	Major
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Wanted	Minor
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GEAR

Dagger (Str+d4)

Face Printer

Miracle Shroud

SIG Pro

DESCRIPTION

Juan de la Cruz is a Filipino actor with credits in both Filipino and Mexican soap operas. While shooting scenes as a Mexican priest, he was violently attacked by a crazed young girl. While being treated for deep scratches to his face and throat, the father of his Parish visited him. Juan confided in him that the girl spoke of other violent atrocities she committed. The father realized that these events connected hundreds of years of unsolved violence in the community and strongly suggested a demon possession. Juan was forever hooked by this mystery and became more involved in the church and eventually offered his services to CROSS as a Judas Agent.



NAME	Rosemary Rodriguez	RACE	Human
RANK	Novice	ROLE	Mystic
NATION	Mexico	PATRON	God's Grace

AGILITY	d8	SMARTS	d4
Fighting	d8	Healing	d4
Stealth	d6	Notice	d6
Shooting	d4		
SPIRIT	d10	STRENGTH	d4
Faith	d10		
		VIGOR	d4
CHARISMA	-	PACE	6
PARRY	6	TOUGHNESS	6(2)

EDGES

Arcane Background (Miracles)
Power Points (x2)

MIRACLES

Communion with God Gifts of the Holy Spirit
Speak in Tongues Transfigure

HINDRANCES	TYPE
Delusional (Sees visions)	Minor
Vow (Give God's messages to CROSS)	Minor
Stigmata	Major

GEAR

Dagger (Str+d4)
Kevlar Dress (+2, Covers torso only, negates 4 AP)
SIG Pro

DESCRIPTION

Ever since she could speak, Rosemary has told her family of the voices she heard in her head. Embarrassed, Rosemary's family hid her away from society. At the age of sixteen, however, she developed stigmata and had to be taken to the hospital. She was amazed to find that the priests believed her stories. Soon after, she became a nun and found contentment serving the Church. Eventually, the voices told her to join CROSS and provide her messages to McDonnell and the archdeacons.

NAME	Sidney Price	RACE	Human
RANK	Novice	ROLE	Palatine
NATION	United States	PATRON	None

AGILITY	d10	SMARTS	d6
Fighting	d6	Notice	d6
Shooting	d10	Streetwise	d4
Stealth	d8	Tracking	d6
SPIRIT	d4	STRENGTH	d6
		Climbing	d6
CHARISMA	-	VIGOR	d6
PACE	6		
PARRY	5		
TOUGHNESS	7(2)		

EDGES

Cybernetics Access (x2)

HINDRANCES TYPE

Cautious	Minor
Stubborn	Minor
Wanted (Afghan Gov't)	Major

GEAR

ISA 7:21 "Peacemaker"

Glock (9mm)

Kevlar Vest (+2, Covers torso only,
negates 4 AP)

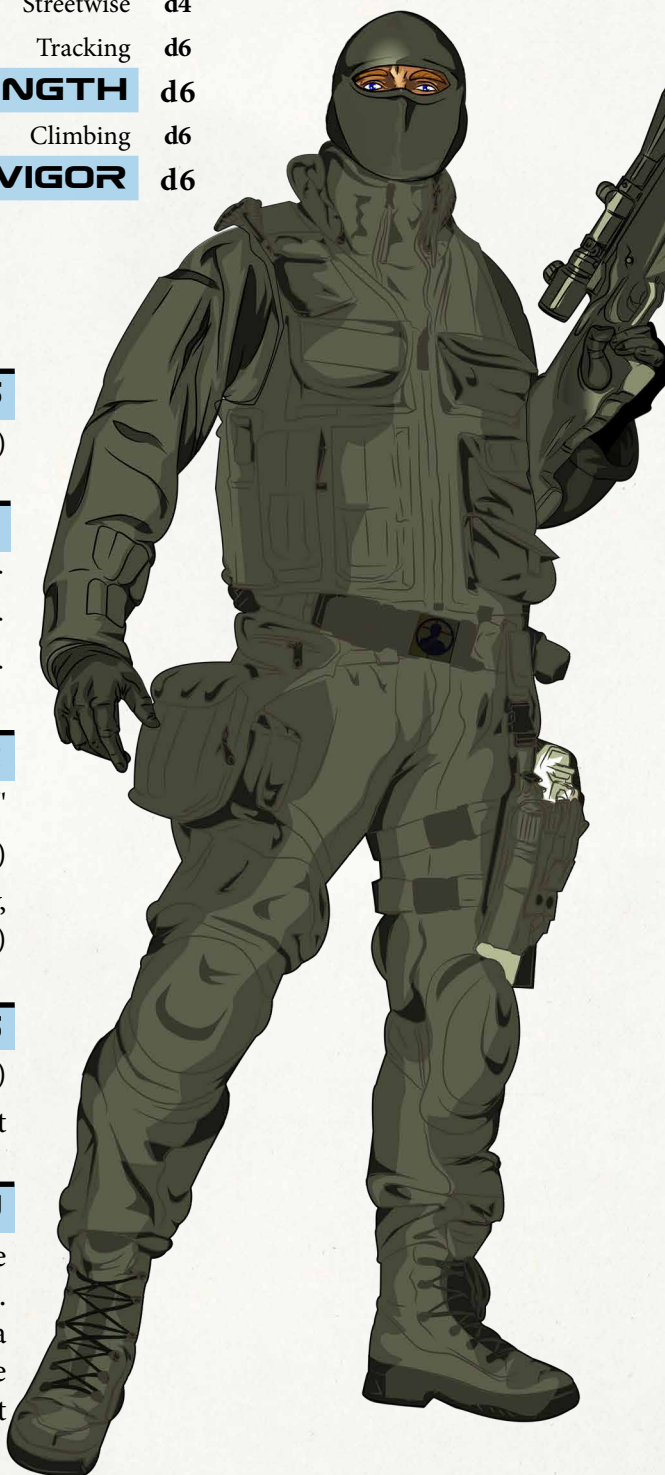
CYBERNETICS

Skill Chip (x2)

Vision Enhancement

DESCRIPTION

Price is the nephew and accomplice of highway Spree Killer Art Beloit. Price's charges were dismissed in a plea deal and eventually he became a U.S. Marine. Today, Price makes it his life's work to kill solely for God.



NAME	Beth Hardison	RACE	Buerim
RANK	Novice	ROLE	Silent Knight
NATION	United States	PATRON	None

AGILITY	d8	SMARTS	d8
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Fighting	d6	Investigation	d6
Lockpicking	d8	Knowledge (Computers)	d4
Stealth	d8	Notice	d4
Shooting	d4		
Throwing	d6		

SPIRIT	d8	STRENGTH	d6
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Persuasion	d4	Climbing	d6
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VIGOR	d4
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CHARISMA	-	PACE	6
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PARRY	5	TOUGHNESS	6(2)
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HINDRANCES	TYPE
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Aggressive (Race)	Major
Big Mouth	Minor
Overconfident	Major
Stubborn	Minor

SPECIAL ABILITIES

Claws (Str+d6)

Low Light Vision (Ignores penalties for Dim and Dark lighting)

GEAR

Knives (Str+d4) (x6)

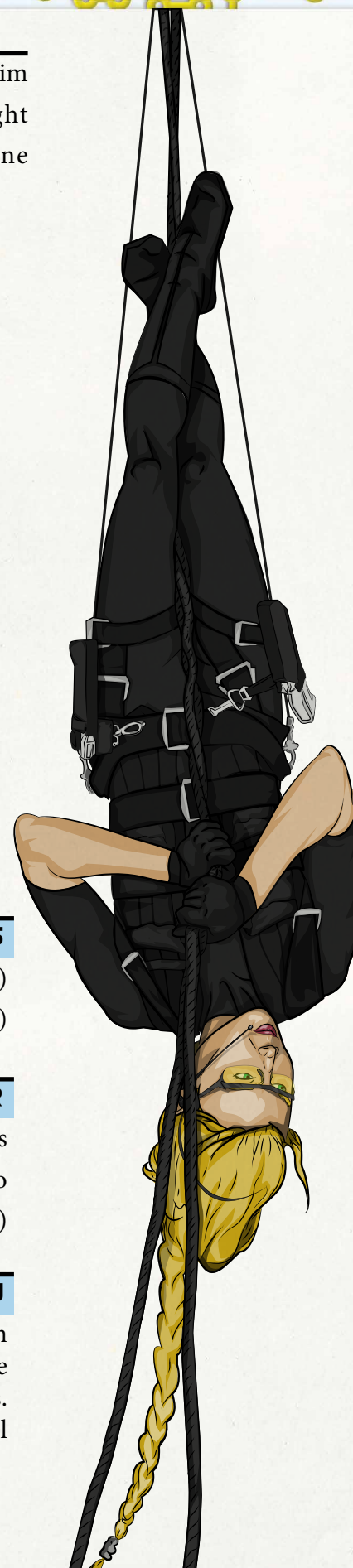
Lockpicks

SIG Pro

Vow of Silence Armor (+2, Covers torso, Dampens sound)

DESCRIPTION

Antonio Gunn crossed paths with teen runaway Beth Hardison while on a mission and offered her a life in CROSS, which she gladly accepted, her other option being to live on the streets. CROSS helps her hone the abilities she receives from her angel DNA and cope with her aggressive personality.





NAME	Barabbas Black	RACE	Luciphim
RANK	Novice	ROLE	Wrath
NATION	Lebanon	PATRON	God's Wrath

AGILITY	d6	SMARTS	d6
Fighting	d6	Notice	d6
Shooting	d4	Taunt	d6
SPIRIT	d10	STRENGTH	d4
Faith	d10		
Intimidation	d10	VIGOR	d6
CHARISMA	-	PACE	6
PARRY	5	TOUGHNESS	7(2)

EDGES
Arcane Background (Miracles)

MIRACLES	
Curse	Earthquake
Flaming Rebuke	Flood
Plague	Repent
Tornado	

HINDRANCES	TYPE
Quirk (Distant)	Minor
Short Legs (Race)	Minor
Vengeful	Major
Wanted (Italian Police)	Minor
Warm Natured (Race)	Minor

GEAR
Kevlar Vest (+2, Covers torso only, negates 4 AP)
SIG Pro

DESCRIPTION

Barabbas is more a force of nature than a person. Born human with DNA that tracks back to Lucifer himself, Barabbas has never felt human. While some of his brethren feel connected to the Pit, Barabbas feels the pull of Lucifer's original home, Heaven. He spends every moment manifesting God's will on Earth. This seems to be the only thing that can placate his anger.

SPECIAL ABILITIES
Poisonous Bite (Str, Paralysis)
Serpent's Tongue (+2 to Notice rolls, Active guard for Stealth)

Chapter Four



Gear

GEAR

CROSS, like most spy agencies, use a lot of off the shelf gear. The majority of that gear is in the Gear section of *Savage Worlds*. Below you will find more specialized gear used by CROSS. Most of the gear listed here are unique creations of CROSS engineers in the Congregation of Technology Services. A standard CROSS team will have typical off the shelf gear and a smattering of the items in this section. Also, all CROSS agents train with firearms used by the Swiss Army and all agents are issued a SIG Pro as their default weapon. Several of these Swiss Army firearms are included below.

ARMOR

DUT2:4 "PROTECTOR"

The "Protector" is primarily a respirator designed to protect the wearer from inhaling particulate matter, including airborne microorganisms, fumes, smoke, vapors, and gases. This version also has tinted goggles to avoid disorientation from bright lights.



Quote: "They are afraid of you, and you will be well protected." (Deuteronomy 2:4, NJB)

ISA47:5 "VOW OF SILENCE"

The "Vow of Silence" stealth armor is made of solid leather and mesh and is custom designed to avoid rubbing, scraping, and other suspicious sounds.



Quote: "Sit in silence, bury yourself in darkness." (Isaiah 47:5, NJB)

JER34:18 "TESTAMENT"

The "Testament" body armor is lightweight body armor for agents that need to move gracefully in combat, but need protection against more exotic attacks.

CROSS Mystics have enhanced the armor's surface with Enochian runes that once protected the angels and now protect agents with Divine power.

Quote: "Saying, this is the blood of the testament which God hath enjoined unto you." (Jeremiah 34:18, KJV)



PS7:10 "GOD'S SHIELD"

A "God's Shield" is a large shield that can be held or magnetically attached to the arm of Iron Shroud armor. Beyond its basic defense, it can also be used as an electrified shield bash attack. The electronics are powered off the Iron Shroud power source.



Quote: "God is a shield that protects me, saving the honest of heart." (Psalms 7:10, NJB)

ROM13:14 "BLESSED UNDERWEAR"

"Blessed Underwear" is a lightweight undergarment made of moisture-wicking mesh with Kevlar inserts to protect the most critical areas. By default, the armor covers the groin and thighs, it can also be extended to cover the entire torso.



Quote: "Let your armor be the Lord Jesus Christ." (Romans: 13:14, NJB)

ARMOR

ITEM	COST	WEIGHT	NOTES
DUT2:4 "Protector"	\$500	3	+2 Armor, negates any rolls to be affected by inhaled substances, negates the -2 to the Agility roll when targeted by the Blind power or gear based on it, covers head only.
ISA47:5 "Vow of Silence"	\$500	8	+2 Armor, -2 to Notice rolls when trying to hear the wearer, covers torso only.
JER34:18 "Testament"	\$1000	12	+2 Armor, Arcane Resistance Edge, covers all but the head.
PS7:10 "God's Shield"	\$1000	12	Str+d6+2, +2 to Armor vs. ranged attacks, +1 to Parry.
ROM13:14 "Blessed Underwear"	\$100	5	+2 Armor, Covers torso and thighs only.

DRONES

MAT2:1 "STARFLY DRONE"

Starfly drones are the brainchild of Ande Starling. As she lobbied to get out of the field, Starling created many prototypes to extend her abilities to a mission remotely. Her most current model has a single helicopter blade housed inside a sphere. These contain a built-in AI that can take basic commands and operate the sphere on its own or it can be fully piloted by a remote operator. The current model also has 1 or 2 mount points for a series of interchangeable devices and weapons. The drone can operate for 30 minutes before needing a 60-minute charge to be at full battery again.

Quote: "After Jesus had been born at Bethlehem in Judea during the reign of King Herod, suddenly some wise men came to Jerusalem from the east asking, 'Where is the infant king of the Jews? We saw his star as it rose and have come to do him homage.'" (Matthew 2:1-2, NJB)



Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6
Skills: Fighting d6, Notice d8, Piloting d6, Shooting d6

Pace: — **Parry:** 5 **Toughness:** 5(2)

Special Abilities:

- **Construct:** Drones add +2 to roll to recover from Shaken, take no additional damage from called shots, are not affected by wound modifiers, and are immune to poison and disease.
- **Fearless:** Drones do not suffer fear effects.
- **Flight:** Starfly drones have a Flying Pace of 18" and Climb of 3".
- **Size -2:** The Starfly is about the size of a volleyball.
- **Small:** Attackers subtract 2 from any attack rolls directed at the drone.
- **Armor:** +2.
- **Weakness (Electricity):** Drones suffer +2 damage from electrical attacks.

Mounts: \$250/1 mount point, \$500/2 mount points.

Submachine Gun: Range 12/24/48, 2d6, RoF 3, Shots 100, \$250

Options:

- **Night Scope:** Low Light and Night Vision to eliminate all illumination penalties, \$250
- **Targeting System:** When hovering for a round, negates up to 2 points of penalties to Shooting rolls, \$1000
- **Grenade Launcher:** Range 24/48/96, RoF 1, Shots 2; The initial purchase comes with the equivalent of two 3d6 MBT; Mk67 Pineapple grenades (See *Savage Worlds*), \$500
- **"Mercy" Pulse:** See page 85.

ESPIONAGE GEAR

ITEM	COST	WEIGHT	NOTES
1KIN22:30 "Miracle Shroud"	\$500	12	When activated, this shroud operates like the Disguise power (see <i>Savage Worlds</i>) with the assumption that the ability was activated with a success with only 1 size adjustment possible, can operate for up to an hour before needing two hours for a full recharge.
2COR4:18 "Invisibility Shroud"	\$1000	12	+2 Armor, when invisible the shroud operates like the Invisibility power (see <i>Savage Worlds</i>) was activated with a standard success, can operate for up to an hour before needing two hours for a full recharge.
AMO9:1 "Tracking Confetti"	10/\$300	—	Confetti traceable with a smartphone, negates -4 to tracking modifiers.
LAM3:9 "Phone Jammer"	\$300	5	See description.
Job 24:15 "Face Printer"	\$400	5	The wearer of a Face Printer mask will gain +2 to any roll when attempting to pretend to be the person the face is modeled after.

ESPIONAGE GEAR

1KIN22:30 "MIRACLE SHROUD"

The "Miracle Shroud" is a tight fitting full body suit. An AI using complex conformal algorithms controls LED emitter which can project any clothing and facial features. The shroud can even project identity cards in the wearer's hand although he cannot hand anything without revealing the illusion.

Quote: "The king of Israel said to Jehoshaphat, 'I shall disguise myself to go into battle, but you put on your robes.' So the king of Israel disguised himself and went into battle." (1 Kings 22:30, NJB)



2COR4:18 "INVISIBILITY SHROUD"

The "Invisibility Shroud" is a tight fitting full body suit. An AI using complex conformal algorithms controls, extensive cameras, and LED emitter to project its surrounds back onto itself effectively erasing it from the real world.

Quote: "Visible things are transitory, but invisible things eternal." (2 Corinthians 4:18, NJB)



AM09:1 "TRACKING CONFETTI"

When this device is planted on a target, that target's location will be transmitted by GPS to the agent's smartphone. The target can be located with a successful Tracking roll. The confetti must have 5 pounds of pressure for it to stick to the target and activate the tracker. Generally, it is spread on the floor, and someone stepping on the confetti will be able to be traced.

Quote: "I saw the Lord standing by the altar, and he said, '...I shall track them down and catch them.'" (Amos 9:1,3, NJB)



LAM3:9 "PHONE JAMMER"



When this handheld device is activated all cellular devices in a Cone Template will be unable to use the cellular network or local Wi-Fi services.

Quote: "He has closed my way with blocks of stone, he has obstructed my paths." (Lamentations 3:9, NJB)

JOB 24:15 "FACE PRINTER"

The "Face Printer" can take a photo from USB storage or mobile phone, then render and print a 3D face for an agent to wear. This process will take 2d6 * 10 minutes to complete. Prints are pliable for about 20 minutes after print.

Quote: "The eye of the adulterer watches for twilight, 'No one will see me,' he mutters as he masks his face. In the daytime they keep out of sight, these people who do not want to know the light." (Job 24:15, NJB)



GRENADES

1COR10:21 "CUP OF CHRIST"



The "Cup of Christ" grenade opens its doors upon impact to deliver a bath of holy water on its targets. Generally, this device can be refilled and used again. This grenades damage only affects infernal beings. Infernal weakness (Holy Water) is already factored into the damage of this attack. On a roll of 3-4 on d4, this device can be refitted for use.

Quote: "You cannot drink the cup of the Lord and the cup of demons as well; you cannot have a share at the Lord's table and the demons' table as well." (1 Corinthians 10:21, NJB)

2COR4:4 "WINDOW TO GOD"



The "Window to God" grenade explodes with a blinding flash of absolute white light. Generally, this device can be recharged and reused. Targets under a Medium Blast Template, with a direct line of sight to the location where the grenade lands must attempt an Agility roll at -2 to divert their eyes and avoid being blinded. Targets affected by the flash become Shaken for 1d6 rounds. On a roll of 3-4 on d4, this device can be recharged in one hour for use without cost.

Quote: "The unbelievers whose minds have been blinded by the god of this world, so that they cannot see shining the light of the gospel of the glory of Christ, who is the image of God." (2 Corinthians 4:4, NJB)

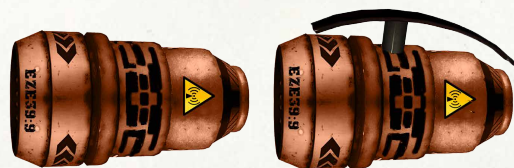
ECC38:2 "KING'S HEALING"



The "King's Healing" grenade explodes healing everyone in a Medium Burst Template. Targets under a Medium Blast Template will benefit from the results of the power **Healing** using an Arcane roll of d8. See the **Healing** power in *Savage Worlds* for more on this.

Quote: "Healing itself comes from the Most High, like a gift received from a king." (Ecclesiasticus, 38:2 NJB)

EZE39:9 "BURN THESE WEAPONS"



The "Burn these Weapons" grenade explodes in a pulse of electromagnetic energy (EMP) tuned to disable electronics. Targets that have cybernetics take full damage without armor from this explosion. Power Armor, but not the wearer, and all other electronics take full damage without armor bonuses. Everyone and everything else suffers half, non-lethal damage. All electronic systems have a default Toughness of 8 and are disabled if they take a Wound.

Quote: "The inhabitants of the towns of Israel will go out and set fire to and burn the weapons, the shields and bucklers, bows, and arrows, javelins, and spears. They will burn these for seven years." (Ezekiel 39:9, NJB)

ISA29:9 "STUPID & STUNNED"



The "Stupid & Stunned" grenade explodes stunning and fatiguing its targets. Targets under a Medium Blast Template, must attempt a Vigor roll or become Shaken and take one level of fatigue.

Quote: "Be stupefied and stunned, go blind, unseeing, drunk but not on wine, staggering but not through liquor." (Isaiah 29:9, NJB)

JAM3:3 "HORSE CONTROL"

On impact, the "Horse Control" grenade will burst adhering a device to the target that is capable of seizing control of a self-driving vehicle. The operator will need to make a successful Knowledge (Computers) roll to take command of the vehicle.



Quote: "Once we put a bit in the horse's mouth, to make it do what we want, we have the whole animal under our control." (James 3:3, NJB)

JOB33:15 "SHEEP TO SLEEP"

The "Sheep to Sleep" grenade will explode in a blast of yellow gas that forces all targets in a Small Blast Template to fall asleep unless they can make a successful Vigor roll. Targets in a Small Burst Template must make a Vigor roll or they become prone and Incapacitated. At the start of each victim's subsequent action, she must make a Vigor roll to revive. Success means the target is no longer Incapacitated but is Shaken. A raise means she revives immediately and is not Shaken.



Quote: "In dreams and in night-visions, when slumber has settled on humanity, and people are asleep in bed." (Job 33:15, NJB)

LUK12:49 "CUP OF HELLFIRE"

The "Cup of Hellfire" is an incendiary grenade that explodes and distributes a sticky flaming liquid under a Medium Burst Template. Targets caught under a Medium Blast Template have a chance of catching fire (see **Fire** in *Savage Worlds*).



Quote: "I have come to bring fire to the Earth, and how I wish it were blazing already!" (Luke 12:49, NJB)

MAT5:25 "PURGATORY"



"Purgatory" grenades explode in a red goo that ensnares everything in a Small Burst Template. It does no damage but impedes

physical actions significantly. Anything caught in the explosion is impaired by the goo, but can still act with a -4 penalty for all physical actions. Victims must cut away the hardened goo (Toughness 5) to be free of the penalty.

Quote: "Come to terms with your opponent in good time while you are still on the way to the court with him, or he may hand you over to the judge and the judge to the officer, and you will be thrown into prison. In truth I tell you, you will not get out till you have paid the last penny." (Matthew 5:25-26, NJB)

GRENADE LAUNCHERS

1CHR14:10 "COMMUNION"



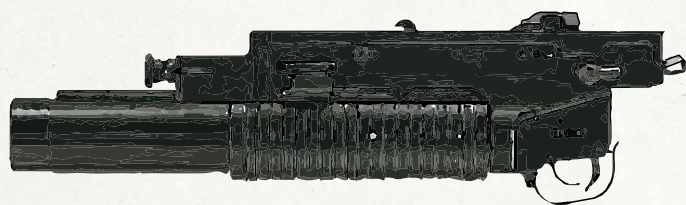
The "Communion" is a grenade launcher compatible with most standard launcher rounds and can also fire the larger CROSS grenades above.

Quote: "Attack! I shall deliver them into your power." (1 Chronicles 14:10, NJB)

GRENADES

ITEM	RANGE	DAMAGE	ROF	COST	WEIGHT	NOTES
1COR10:21 "Cup of Christ"	5/10/20	2d8	1	\$50	2	SBT, Only vs. infernal, see description
2COR4:4 "Window To God"	5/10/20	—	1	\$100	2	MBT Targets Need to roll Agility -2 roll to avoid being Shaken, see description
ECC38:2 "King's Healing"	5/10/20	—	1	\$200	2	MBT, power Healing using an Arcane roll of d8, see description
EZE39:9 "Burn These Weapons"	5/10/20	3d6		\$500	2	MBT, Targets that have cybernetics take full damage without armor from this explosion. Power Armor, but not the wearer, and all other electronics take full damage without armor bonuses, everyone and everything else suffers half, non-lethal damage, see description
ISA29:9 "Stupid & Stunned"	5/10/20	—	1	\$200	2	MBT, must attempt a Vigor roll or become Shaken and take one level of fatigue, see description
JAM3:3 "Horse Control"	5/10/20	—	1	\$500	3	The operator will need to make a successful Knowledge (Computers) roll to take command of the vehicle, see description
JOB33:15 "Sheep To Sleep"	5/10/20	—	1	\$150	2	SBT, must make a Vigor roll or they become prone and Incapacitated, see description
LUK12:49 "Cup of Hellfire"	5/10/20	2d10	1	\$100	2	MBT, chance of catching fire (see Fire in <i>Savage Worlds</i>).
MAT5:25 "Purgatory"	5/10/20	—	1	\$100	2	SBT, -4 penalty for all physical actions, see description

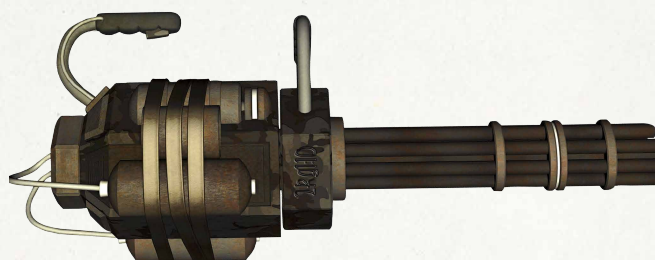
SIG GL 5040



The SIG GL 5040 is a 40 mm grenade launcher, which can be mounted under the SIG SG 550 assault rifle. This launcher came to CROSS's arsenal because many early CROSS agents were previous Swiss soldiers and had combat experience with the SIG GL.

HEAVY WEAPONS

2KG1:10 "FIRE FROM HEAVEN" LONG RANGE HEAVY ASSAULT CANNON



The "Fire From Heaven" assault cannon was built to fire small canisters that burst into metal shards to rain down on targets indirectly from long distances.

Quote: "Elijah answered the captain, 'If I am a man of God, may fire fall from Heaven and destroy both you and your fifty men.' And fire fell from Heaven and destroyed him and his fifty men." (2 Kings 1:10, NJB)

HEB11:30 "JERICHO" SONIC DUAL CANNON

The "Jericho" is a dual-barreled handheld cannon specifically built to bust down walls and deafen the enemies behind the breach.



JOB36:32 "LIGHTNING GUN"



The "Lightning Strike" gun fires arcs of lightning at its targets.

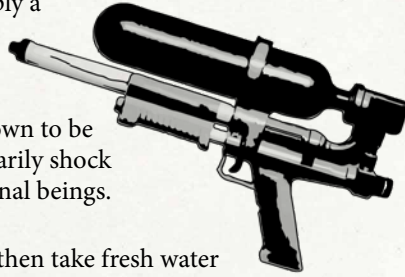
Quote: "He gathers up the lightning in his hands, assigning it the mark where to strike." (Job 33:32, NJB)

GRENADE LAUNCHERS & HEAVY WEAPONS

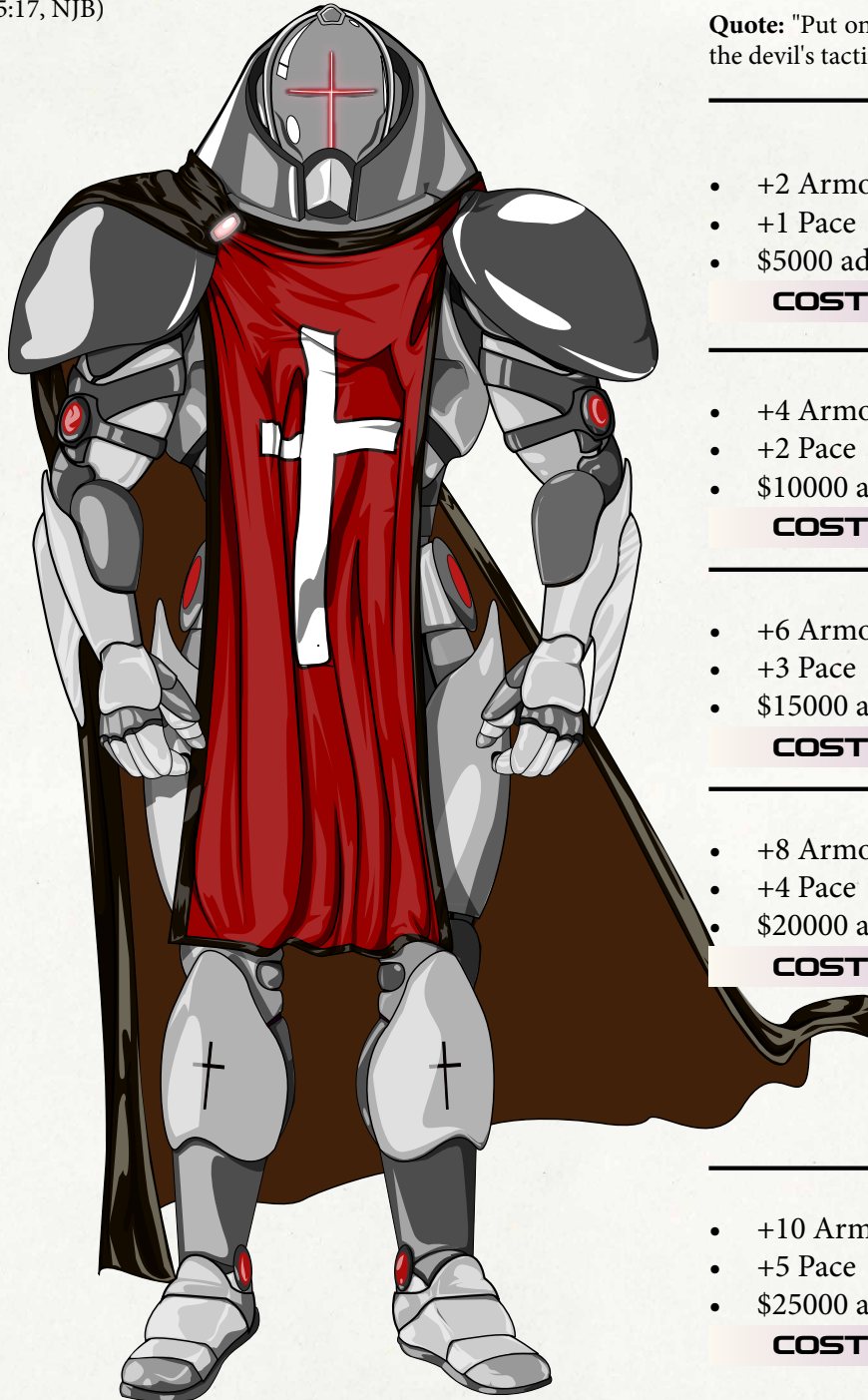
ITEM	RANGE	DAMAGE	ROF	COST	WEIGHT	SHOTS	STR	NOTES
1CHR14:10 "Communion"	24/48/96	3d6, See Grenades	1	\$1000	5	3	d6	Initial purchase comes with the equivalent of 3 Mk67 Pineapple grenades (See <i>Savage Worlds</i>)
SIG GL 5040	24/48/96	3d6	1	\$400	4	1	d6	Mounts to SIG SG550
2KG1:10 "Fire From Heaven" Long Range Heavy Assault Cannon	50/100/200	2d12	1	\$1000	35	30	d10	
HEB11:30 "Jericho" Sonic Dual Cannon	24/48/96	d10	2	\$1000	30	12	d10	Auto, a target Shaken or better from this weapon's damage results in a -2 penalty to all Trait rolls for d6 rounds, requires a 1 round cooldown between firings.
JOB36:32 "Lightning Gun"	12/24/48	2d10/ 3d6	1	\$1000	14	7	d10	Blasts from this weapon normally do 2d10 damage, but targets with conductive metal armor or cybernetics will take 3d6.
NUM5:17 "Holy Soaker"	2/4/8	—	1	\$50	2	10	d4	Only vs. infernal, See Weakness on infernal creatures in the Adversaries section for how this affects them, see description

NUM 5:17 "HOLY SOAKER"

The Holy Soaker is simply a child's squirt gun. This model has a decent range and each shot in its ten shot tank has shown to be just enough to momentarily shock demons and other infernal beings.



Quote: "The priest will then take fresh water in an earthen jar, and on the water throw dust that he has taken from the floor of the Dwelling." (Numbers 5:17, NJB)



IRON SHROUD ARMOR

EPH6:11 "IRON SHROUD"

With access to the most advanced technology, CROSS has created powered armor for their most dangerous engagements. To operate these complex and highly dangerous suits, CROSS has relied on only those with previous combat experience. In fact, the majority of Iron Shroud were soldiers or CROSS Crusaders that sustained permanent injury. The armor can replace any limb with its advanced non-conducting nano-technology allowing these agents to return to the field.

Quote: "Put on the full armour of God so as to be able to resist the devil's tactics." (Ephesians 6:11, NJB)

MARK I FEATURES

- +2 Armor
- +1 Pace
- \$5000 additional modifications

COST: 1 Iron Shroud Attunement Edge

MARK II FEATURES

- +4 Armor
- +2 Pace
- \$10000 additional modifications

COST: 2 Iron Shroud Attunement Edges

MARK III FEATURES

- +6 Armor
- +3 Pace
- \$15000 additional modifications

COST: 3 Iron Shroud Attunement Edges

MARK IV FEATURES

- +8 Armor
- +4 Pace
- \$20000 additional modifications

COST: 4 Iron Shroud Attunement Edges

MARK V FEATURES

- +10 Armor
- +5 Pace
- \$25000 additional modifications

COST: 5 Iron Shroud Attunement Edges

IRON SHROUD ARMOR MODIFICATIONS	X	COST
<i>Absolute Range Sense:</i> You can calculate the exact distance to a person or object.	1	\$500
<i>Adrenalin Boost:</i> Adds +2 to wearer's Spirit roll when attempting to recover from being Shaken.	1	\$2500
<i>Anti-Glare Lens:</i> Negates the -2 to the Agility roll when targeted by the Blind power or gear based on it.	1	\$500
<i>Aqualung:</i> Breathe underwater.	1	\$2500
<i>Arm Blaster:</i> See Laser Pistol in <i>Savage Worlds</i> , shots recover at 6 per hour.	1	\$2500
<i>Arm Holy Water Cannon:</i> a 3 shot tank of water in the armor is filled with holy water.	1	\$2500
<i>Arm Taser:</i> Range 1/2/4, Special, RoF 1, Shots 5, victim must make a Vigor roll at -2 or take 2d6 nonlethal damage.	1	\$5,000
<i>Chameleon Skin:</i> Using complex conformal algorithms, extensive cameras, and LED emitters the cyborg can effectively camouflage himself using his current environment, +2 bonus to Stealth when moving at half Pace.	1	\$5000
<i>Collateral Targeting Governor:</i> Eliminates the Innocent Bystander rule when firing into melee.	1	\$1000
<i>Computer-assisted Dodge:</i> Adds Dodge or Increased Dodge Edge or additional -1 to be hit with ranged attacks.	3	\$5000
<i>Computer-assisted Nervous System:</i> +1 die step improved Agility.	2	\$3000
<i>Danger Detector:</i> Gain Danger Sense Edge.	1	\$3000
<i>Echolocation:</i> You can pinpoint hidden targets by sound, negating all non-auditory detection penalties within Vigor range.	1	\$5000
<i>Electrified Shell:</i> As a free action, but not in reaction to an attack, you can activate or deactivate an electrified field around your Iron Shroud armor, anyone that touches you suffers 2d4 damage, the shell can also deal this amount of damage with an unarmed attack or grapple as well.	1	\$2500
<i>Farsense:</i> One of your senses operates at a great distance: 10x normal range for vision, hearing, or smell.	1	\$1000
<i>HD Recorder:</i> You can record several hours of sound and video using directional video and audio sensors.	1	\$2000
<i>Heat Shielding:</i> Heat Resistant covering, negates up to -4 penalty when resisting hot environments, covering also makes the armor invisible to infravision.	1	\$1000
<i>Impersonation Software:</i> +2 bonus to Persuasion when using impersonated voice, software must analyze a 30-second clip of a target's speech.	1	\$2500
<i>Infravision:</i> Halve all darkness penalties to see things that give off heat.	1	\$2500
<i>Inhalation Filtration System:</i> Ignore toxic gases.	1	\$1000
<i>Jump-Jets:</i> Jumping distance doubles.	1	\$5000
<i>Leg Exoskeleton:</i> +2 Pace and increase Running die one step, can also be taken with the Fleet-Footed Edge.	1	\$2500
<i>Load Bearing Enhancement:</i> Load Limit 10x Strength.	2	\$2500
<i>Low-Light Vision:</i> You negate attack and sight penalties for Dim and Dark lighting.	1	\$2500
<i>Mental Static Software:</i> +1 die step to Smarts vs. <i>Mind Reading</i> and <i>Puppet</i> .	1	\$1500
<i>Metabolic Amplifier:</i> +2 to Vigor vs. poison and disease.	1	\$1000
<i>Nanite Repair Module:</i> Automatically heal one wound per day and add +2 to rolls to resist Bleeding Out.	1	\$5000
<i>Radio Hearing:</i> You can "hear" radio waves and tune in to different frequencies, intercepting nearby communications with a Notice check.	1	\$500
<i>Reinforced Armor:</i> +2 Armor bonus.	4	\$1500
<i>Reflex Booster:</i> +1 Parry.	1	\$3000
<i>Retractable Razor Claws:</i> Str+d6.	1	\$5000
<i>Remote Pilot:</i> Remotely pilot Iron Shroud armor, requires Piloting skill.	1	\$5000
<i>Salt Layer:</i> Between the numerous layers that make up the Iron Shroud armor is a layer of salt.	1	\$2500
<i>Scent Detector:</i> You can recognize creatures and objects by scent, +2 to Notice and Tracking within a range equal to your Vigor.	1	\$1500
<i>Skill Chip:</i> Add or increase a skill a die type, limited to two increases per skill, chosen skills can be changed once per session or per safe house visit.	8	\$2500
<i>Targeting Computer:</i> When not moving during the round, allows the shooter to ignore up to 2 points of penalties to their Shooting roll.	1	\$500
<i>Tremorsense:</i> Within a Medium Blast Template, you negate all vision based penalties, such as darkness, concealment, and invisibility, if both you and the target are in contact with the same solid surface.	1	\$2500
<i>Ultra-Hearing:</i> You can hear high and low pitched sounds beyond the normal human range, granting +2 to Notice when using hearing.	1	\$1500
<i>Uplink:</i> Wi-Fi, cellular, and satellite uplink to the Internet, provides access anywhere in the world as long as one of these services is available.	1	\$500
<i>Vision Anomaly Detector:</i> +2 to Investigation checks that rely upon sight.	1	\$2500
<i>Vision Enhancement:</i> +2 to Notice checks that rely upon sight.	1	\$2500
<i>Weapon Software:</i> Damage +2 with a single type of weapon.	2	\$5000

IRON SHROUD ROLE CONFIGURATIONS

Over the years, agents have requested options and enhancement that fit their specific roles. Below are several Iron Shroud configurations that may be useful to the Roles listed in **Chapter 3: Character Generation**.

CRUSADER

Adrenalin Boost Injector, Computer-assisted Dodge, Load Bearing Enhancement, Electrified Shell, Heat Shielding, Jump-Jets, Leg Exoskeleton, Reinforced Armor, Reflex Booster, Retractable Razor Claws, Tremorsense, Weapon Software

EXORCIST

Arm Holy Water Cannon, Arm Taser, Danger Detector, Infravision, Mental Static Software, Salt Layer

HEALER

Absolute Range Sense, Chameleon Skin, Low-Light Vision, Echolocation, Farsense, Heat Shielding, Inhalation Filtration System, Low-Light Vision, Tremorsense, Ultra-Hearing, Vision Anomaly Detector

HOLY GHOST

Chameleon Skin, HD Recorder, Radio Hearing, Remote Pilot, Ultra-Hearing, Uplink, Vision Anomaly Detector

INQUISITOR

Absolute Range Sense, Farsense, HD Recorder, Mental Static Software, Radio Hearing, Scent Detector, Skill Chip, Uplink, Vision Anomaly Detector, Vision Enhancement

JUDAS AGENT

Chameleon Skin, HD Recorder, Impersonation Software, Mental Static Software, Radio Hearing, Skill Chip, Uplink, Remote Pilot, Uplink, Vision Enhancement

PALATINE

Absolute Range Sense, Arm Blaster, Arm Taser, Chameleon Skin, Collateral Targeting Governor, Echolocation, Farsense, Infravision, Low-Light Vision, Targeting Computer, Tremorsense, Ultra-Hearing, Uplink, Vision Anomaly Detector, Vision Enhancement, Weapon Software

SILENT KNIGHT

Absolute Range Sense, Aqualung, Chameleon Skin, Computer-assisted

Nervous System, Danger Detector, Echolocation, Farsense, Infravision, Inhalation Filtration System, Leg Exoskeleton, Load Bearing Enhancement, Low-Light vision, Uplink, Vision Enhancement

WRATH

Absolute Range Sense, Collateral Targeting Governor, Echolocation, Farsense, Low-Light Vision, Targeting Computer, Tremorsense, Ultra-Hearing, Vision Enhancement

MELEE WEAPONS

These melee weapons were made for Iron Shroud agents, but anyone with the required strength minimum can wield these weapons.

EZE3:9 "DIAMOND SHARD"

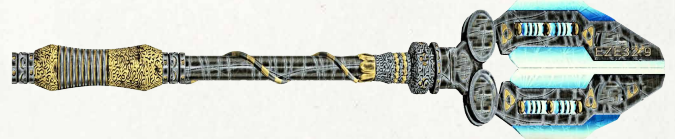


The "Diamond Shard" is CROSS' attempt to bring technology to a sword, CROSS has crafted a diamond-bladed long sword.

Quote: "I am making your resolution as hard as a diamond, harder than flint." (Ezekiel 3:9, NJB)

EZE32:10 "SHOCKING FATE"

The "Shocking Fate" carbon steel truncheon has a foam grip and a taser capacitor at its head. It can be used via direct touch or can arc 5 feet.



Quote: "I shall stun many peoples with shock at your fate; their kings will tremble with horror at your fate." (Ezekiel 32:10, NJB)

MELEE WEAPONS

ITEM	DAMAGE	ROF	COST	WEIGHT	STR	NOTES
EZE3:9 "Diamond Shard"	Str+d10		\$1000	8	d8	AP 2
EZE32:10 "Shocking Fate"	Str+d8/ d8 (arc)	1	\$500	12	d10	Reach 1, with a raise on the Fighting roll, the target must make a Strength check or be knocked back d4 inches, become prone and Shaken on impact.

PISTOLS

GEN19:11 "DAZZLER"

The "Dazzler" is a visual impairment blaster that fires a burst of light in a Cone template starting from the muzzle of the blaster.



Quote: "And they dazzled those who were at the door of the house, one and all, with a blinding light, so that they could not find the doorway." (Genesis 19:11, NJB)

ISA60:10 "MERCY"

The "Mercy" pulse blaster fires plasma energy at its target which causes non-lethal damage and can cause the target to be momentarily shocked.



Quote: "Foreigners will rebuild your walls, and their kings will serve you. For though I struck you in anger, in mercy I have pitied you." (Isaiah 60:10, NJB)

JER34:3 "CAPTURE GUN"

The "Capture Gun" is a short range pistol that fires a capsule filled with stringy filament and a shrinking agent. When exposed to air, the pellet explosively expanded into a webbed net which contracts upon contact with a warm surface, such as a human body.



Quote: "And you yourself will not escape his clutches but will certainly be captured and handed over to him." (Jeremiah 34:3, NJB)

PS106:18 "BURN THE WICKED"

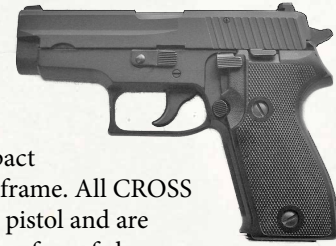
Lasers fire intensely focused beams of light to penetrate and burn their targets.

Quote: "And a fire was kindled in their company; the flame burned up the wicked." (Psalms 106:18, KJV)



SIG PRO

SIG Sauer Pro is a semi-automatic pistol developed by SIG Sauer in Exeter, NH, U.S. The SIG Sauer Pro is a lightweight and compact handgun with a polymer frame. All CROSS agents are trained on this pistol and are allotted one for mission use free of charge.



RIFLES

ISA57:21 "PEACEMAKER"



The "Peacemaker" rifle is a semi-automatic sniper rifle based on a Stoner AR-10. CROSS engineers customized the weapon to be lighter and more portable.

Quote: "There is no peace, saith my God, to the wicked." (Isaiah 57:21, KJV)

LUK4:41 "DEVIL SLAYER"



The "Devil Slayer" assault rifle is similar to an AK47. However, CROSS Mystics have etched Enochian runes into the barrel which has been proven to effect infernal beings.

Quote: "Devils too came out of many people, shouting, 'You are the Son of God.' But he warned them and would not allow them to speak because they knew that he was the Christ." (Luke 4:41, NJB)

REV16:17 "ANGEL'S BOWL"



The "Angel's Bowl" air rifle fires the unique darts listed below.

Quote: "The seventh angel emptied his bowl into the air, and a great voice boomed out from the sanctuary, 'The end has come.'" (Revelation 16:17, NJB)

HOMING BEACON DART



When this device is implanted into a target, that target's location will be transmitted by GPS to the agent's smartphone. The target can be located with a successful Tracking roll. The beacon's strong signal will negate up to -4 in tracking modifiers. Requires the "Angel's Bowl".

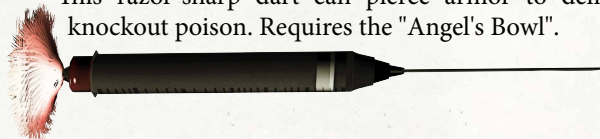
PIERCING DART

This razor-sharp dart can pierce armor to deliver its damage. Requires the "Angel's Bowl".



TRANQUILIZER DART

This razor-sharp dart can pierce armor to deliver its knockout poison. Requires the "Angel's Bowl".



SIG SG 550



The SIG SG 550 was built for the Swiss Army to be a lightweight, inexpensive, and utterly reliable assault rifle. Note that the SIG GL grenade launcher can attach to this rifle.

PISTOLS & RIFLES

ITEM	RANGE	DAMAGE	ROF	COST	WEIGHT	SHOTS	STR	NOTES
Gen19:11 "Dazzler"	12/24/48	See Notes	1	\$250	3	30		Cone Template, Agility check at -2 or become Shaken for 1d6 rounds.
Isa60:10 "Mercy"	5/10/20	2d6 Non-Lethal	1	\$400	4	15		MBT, Affected targets must make a Vigor roll at -2 to avoid being Shaken for 1d6 rounds.
JER34:3 "Capture Gun"	5/10/20	None	1	\$500	5	15		Captured targets are affected as described in the description for the Entangle power in <i>Savage Worlds</i> . Use Shooting skill for Arcane Skill.
PS106:18 "Burn the Wicked"	10/30/60	1-3d6	1	\$250	3	50		AP 2, increasing the damage per attack uses a like number of shots.
SIG Pro	12/24/48	2d6+1	1	\$900	2	15		AP 1, Semi-automatic
Isa57:21 "Peacemaker"	24/48/96	2d8+1	3	\$500	10	20	d6	AP 2, Automatic
LUK4:41 "Devil Slayer"	24/48/96	2d8+1	3	\$650	10	30	d6	AP 2, Automatic, In single shot mode, shot will affect infernal and not earthly host.
REV16:17 "Angel's Bowl"	24/48/96	d6+2	1	\$400	10	1	d6	
Homing Beacon Dart				1/\$200				The beacon is traceable with a smartphone, Negates -4 to tracking modifiers.
Piercing Dart		d6+2		10/\$400				AP 4
Tranquilizer Dart		d6		3/\$400				AP 3, See Knockout Poison in <i>Savage Worlds</i> .
SIG SG 550	24/48/96	2d8	3	\$500	10	30	d6 / d10*	AP 2, Automatic *Str when SIG GL attached

Chapter Five



Gamemastering

FOR YOUR EYES ONLY

This chapter is primarily meant for gamemasters. However, the Nature of things and Summoning sections are useful for players as these are the rules that the GM will be using to determine how your PC's abilities are applied to the world. Players should avoid the *Secrets of CROSS* and *Mission* sections.

THE NATURE OF THINGS

CROSS agents face a lot of supernatural creatures and objects, while they themselves wield supernatural miracles. How these things affect each other is dependent on various aspects that make up their nature and their allegiance to supernatural forces.

To simplify the use of objects, spells, and miracles against certain targets, *Secret Agents of CROSS* has a simple tagging system. Below are the most common aspects which are also being used in **Chapter 3: Character Generation** and **Chapter 7: Adversaries**.

ALLEGIANCE

Allegiance is a measure of a creature's allegiance to either Heaven or Hell (or neither). An angel is usually aligned with Heaven, but Lucifer is an example of an angel who has changed his allegiance, and it is now with Hell. Cultists take up allegiance with Lucifer and Hell and Catholics commit to allegiance with God and Heaven.

Allegiance replaces the idea of categorizing things as good or evil. No abilities should be created for *Secret Agents of CROSS* that specifically effect evil or good targets, instead referring to allegiance with either Heaven or Hell.

ESSENCE

Essence is the intrinsic nature or indispensable quality of an entity, and it can only be changed by God. Entities that originate from Heaven are Divine, those from Hell are infernal, and those from Earth are earthly. As an example, an angel's essence is Divine. They were created in Heaven by God with Divine essence, and an angel cannot change their own essence. When Lucifer and his army rebelled against God, He created Hell and cast the rebelling angels into it. He expanded their essence to also be infernal and named them demons. Demons are the only entities with two essences. All creatures born or created on Earth are earthly.

SUPERNATURAL

Anything that defies the laws of nature or is considered unnatural is supernatural. Things created or born on Earth would not be supernatural and neither would entities from other worlds as long as they are from the physical plane which contains Earth. Alternative planes of existence like Heaven, Hell, Valhalla, and Hades are supernatural. On Earth, undead or ghosts that linger on Earth are supernatural. Artifacts that have infernal or Divine powers are supernatural. Things said to be magical like spells, potions, and artifacts are supernatural. In general, victims of a witch or sorcerer's spells do not become supernatural unless the ability changes their being in a substantial way that is distinct

from natural creatures. So, if a witch transformed her target into a frog, the frog wouldn't be supernatural, but if the witch gave her target the ability to change into a frog at will, then the target would be supernatural. If a witch enchanted an amulet that, when worn, would allow the wearer to turn into a frog, the wearer would not be supernatural. However, the amulet would be supernatural.

SPIRIT

Catholic dogma can be confusing on the difference between spirits and souls. *Secret Agents of CROSS* attempts to define this as part of the tagging system. God himself is a spirit, and he can breathe life into others, granting them spirit. God creates the spirit of humans and angels which is immortal and cannot die.

SOUL

A soul is the union of a physical corporal body with a spirit and together gives the being its "spark of life." A living being has a soul, and a dead being lacks it. When a being dies its soul ceases to exist, and the immortal spirit leaves the body. For the sake of this tagging system, a being with a soul doesn't have a spirit until the being dies; the spirit is "inside" the soul until released by death.

TAGS IN USE

Once an entity is defined with these tags, it's then easy to apply spells and miracles. Miracles that affect supernatural would affect a demon or an angel, but not a cultist. A miracle that affects infernal would work against demons or demonspawn, but not cultists or angels.

A cultist could cast a spell that affects Divine entities, and it would work against angels, but, to his surprise, would also work against his demon master.

These tags are the most common, but spells and miracles could also target additional tags like Undead (vampires, zombies), Living (Anything that has a soul or a spirit), or a new tag created by the GM to define another facet of a being to target.

ENTITY	ALLEGIANCE	ESSENCE	SUPER-NATURAL	SPIRIT	SOUL
Angel	Heaven	Divine	Yes	Yes	No
Catholic	Heaven	Earthly	No	No	Yes
Cultist	Hell	Earthly	No	No	Yes
Demon	Hell	Divine/ Infernal	Yes	Yes	No
Ghost	Any	Earthly	Yes	Yes	No
Demon-spawn	Hell	Infernal	Yes	No	No
Animal	Neither	Earthly	No	No	Yes
Nephilim	Any	Earthly	Yes	No	Yes
Vampire	Any	Earthly	Yes	No	No

SUMMONING

Magic practitioners who wish to summon creatures that are not loyal and obedient servants must use the Summon Ally power from *Savage Worlds*, with the following Changes. First, they must use a designated binding area. Second, the GM should assign a Rank to the creature that is being summoned, penalizing the skill roll with a -2 for each Rank above the summoner's Rank. Third, the summoner must try and gain control over the creature, with a process called binding.

Summoned creatures, including angels and saints, have a physical body unless they have Ethereal. In general, when a summoned creature is Incapacitated it will be banished back to its original plane of existence.

BINDING

Binding is the act of gaining control over a summoned entity. Generally, when magic practitioners summon an entity, they summon it into a binding area which is designed specifically for the type of entity that is being summoned. Usually, this is a circle of salt, a chalk pentagram, Enochian writings, carved stone runes, or a fairy ring. The entity usually tries to leave the binding area, making an opposed Spirit roll versus the summoner's Knowledge (Occult) skill. If the summoner loses, then his binding area was not strong enough or prepared improperly, and the summoned creature is able to leave the area and act freely. If the summoner wins, then the entity is trapped within the binding area. Bound creatures cannot use Powers or Special Abilities.

Whenever possible, CROSS teams should employ an Exorcist to use the Banish miracle to send summoned entities back to their original plane of existence. If the agents do not have an Exorcist on their team and cannot banish it through other means, then they can bind the adversary and wait for an Exorcist to come and banish it later.

To bind a creature, the agents must investigate the adversary, research potential rituals, and develop procedures. In general, this should be part of the roleplaying aspect of an investigative mission. To bind an entity, the agents must lure the being into an area which is prepared similarly to binding areas mentioned above. Pentagrams can be inconspicuously drawn where an infernal being may not see it. Rings of salt aren't generally used to trap an entity since it is also a warding component, but in some cases the ring of salt can be closed at the right moment to trap the entity. Once the creature has entered the area of the trap, binding it will be handled the same as above.

BREAKING BINDINGS

As a rule of thumb, entities could attempt to break free of binding with a successful Spirit roll at -8. The gamemaster should determine how often this attempt should be allowed based on the ritual used. In general, unless they have help from an outside force, it is best to assume these entities simply cannot escape. Outside forces might be able to attempt to break the binding for the entity by disrupting the binding area. The gamemaster should create ways for a binding to be broken based on the ritual

that was used to trap the creature. Some options:

- Smear or wash chalk or salt away with water
- Deface carved runes
- Burn fairy circle with gas and fire

DETECTION

Divine and infernal spirits can be invisible to the naked eye, but they are always visible in the infrared spectrum. Animals can also detect their presence.

HELLMOUTHS

Hellmouths are areas where a magic practitioner has opened a portal to Hell currently or in the past. The hellmouth at that location will always open to the same physical location in Hell and denizens of both Earth and Hell can cross to the other plane. Hellmouths can only be opened from the earthly side of the portal. Summoning any denizen of Hell at the location of an open hellmouth gives a +4 bonus to the summoner's arcane skill. If the hellmouth is closed, the practitioner can add a +2 bonus to their arcane skill.

POSSESSION

Demon spirits and some other entities can enter a victim's body and take control of it. In *Secret Agents of CROSS*, the possessing spirit is called the possessor, the target of the possession is called the victim, and after a successful possession, the combined entity of the possessor and the victim is called the possessed.

For an entity to possess another, it must make a successful Touch Attack (see **Touch Attack** in *Savage Worlds*) to make contact with its victim. With a success, the spirit enters the victim and becomes the possessor. Then, the possessor and his victim make opposed Spirit rolls. If the possessor fails the opposed Spirit roll with the victim, it is cast out of the victim's body. If the possessor succeeds, the possessor stays inside the victim's body and has control over the victim. Victims of possession are completely aware of their actions while controlled.

When the possessed is successfully attacked, the effect of the attack will be applied to both entities resolving any game mechanics normally against each target.

A few examples are provided below to illustrate these rules. For these examples, the possessor is a demon spirit and the victim is a normal human.

- If the possessed is targeted with the Exorcism miracle this will affect the possessor because Exorcism affects demon spirits. Exorcism has no effect on a normal human victim.
- If the possessed is shot with a gun it will affect the victim only. It will affect the human victim because humans are affected by physical attacks. The demon spirit is not affected because it is an Ethereal being which is not affected by physical attacks.

- If the possessed is shot with a magic bow it will affect both the possessor and the victim. It will affect the victim because a magic bow is supernatural and supernatural affects normal human victims. It will affect the possessor because demon spirits are affected by supernatural weapons due to the fact their Ethereal nature doesn't apply to supernatural attacks.
- If the possessed is struck by a weapon made of Cold Iron, it will affect the victim only. It will affect the human victim because humans are affected by physical attacks. The demon spirit is not affected because it is an Ethereal being which is not affected by physical attacks even if the weapon is Cold Iron. The Weakness (Cold Iron) does not trump the demon spirit's Ethereal ability.

BANISH

For *Secret Agents of CROSS*, when an Extra has already been Shaken by a casting of Banish, a second casting that would normally cause the target to be Shaken will instead force it to be sent to their original plane of existence.

If the target is a Wild Card, the initial success will cause the creature to be Shaken and each Raise will cause a wound. If the entity already has three wounds and would sustain another, it is then banished to its native plane.

WEAKNESSES

Many adversaries have Weaknesses as part of their Monstrous ability lists. Below are some additional details on common weaknesses and how to handle them in your game.

WARDS

Wards are signs or items that keep an entity away and are listed as Weaknesses on adversaries. In general, an adversary that wants to attack an agent holding a ward must succeed in an opposed Spirit roll against the target. If the ward is a barrier, then the adversary that wants to cross the barrier must make a successful Spirit roll at -4. If the adversary fails the roll, he will be Shaken and unable to cross the barrier. If the adversary rolls a 1 on his Spirit die, he will be Shaken and also suffer a wound or be banished if an Extra. It will also fail to cross the barrier. Note, that any additional rules or penalties listed with the Weakness should also be followed.

COLD IRON

Cold iron is simply something that is mostly made of iron. Steel weapons are over 98% Iron. Bullets are almost never made with iron.

HOLY WATER

Holy water is ordinary water that has been blessed by a Catholic priest. Assume that at least two ounces splashed on the target can trigger a weakness to holy water.

GAMEMASTERING ROLES

CROSS is built around a tight group of roles that specialize in a set of abilities which make them exceptionally good in their area of expertise. It's possible that some missions may cater to one archetype while leaving another to have less to do. Below are some suggestions for things you may want to consider when writing up missions for your campaign.

CRUSADER

Crusaders are typically built for the combat elements of a mission, which can cause the player of a Crusader to have less to do if the mission has a heavy emphasis on investigation. However, *Savage Worlds* has very quick combat, so it would be wise to place a combat sequence partway through the mission and then again at the end. It is also encouraged that the GM pay particular attention to the Crusader's Hindrances to incorporate them into some sessions. In any case, Crusaders can still participate in dialogs with NPCs and speculate on the motivation and actions of the mission's adversary.

Teams without a Crusader will be sufficient in combat if they do have a Wrath or a Palatine. If none of those are in the group, then avoid placing a heavy emphasis on combat. Most CROSS missions are already investigative in nature, so give them reasons to attempt to avoid combat with a Judas Agent's grifting or a Holy Ghost's hacking.

EXORCIST

Not every CROSS mission has infernal beings to banish, so additional care should be taken to make sure the Exorcist is effective. Every CROSS agent has Shooting and is provided a SIG Pro handgun. They can upgrade to a rifle at the safe house or pocket a few grenades. Several Exorcist miracles also work against supernatural or normal foes.

Teams without an Exorcist will be fine unless they are facing demons. Consider recommending one of the characters take **Knowledge (Occult)**. If demons are the adversary, provide a relic or grenades in the local safe house that can affect demonic spirits.

HEALER

Healers are usually the strongest team players on a CROSS mission because many of their abilities are built to heal or improve the Traits of teammates and others encountered during a mission. When these abilities are offered to NPCs, this can create a connection between the Healer and the NPCs which could be exploited for valuable information on the mission. The GM should try to offer injured, distressed, frustrated, or angry NPCs that the Healer can interact with to propel the mission forward.

Teams without a Healer should consider selecting some "King's Healing" grenades. GMs may want to pay close attention to combat balance if there are no Healers on the team. Try for a group of adversaries comprised of 1 Wild Card and an extra for each PC.

HOLY GHOST

Since most CROSS missions involve investigation, the Holy Ghost is almost always useful. It is strongly recommended to use Dramatic Tasks (for more on this system see *Savage Worlds*) to resolve important hacking activities, especially if they are done during combat, or there are opposing forces acting against the Holy Ghost that can be played out for added drama.

Here is an example of how to use Dramatic Tasks for hacking into a system. Below are five tasks that represent the steps to break into a system and retrieve the sought after information or loot. Note that below the tasks is a chart listing modifiers to the difficulty for tasks two through five.

Enumerate Target: Use Investigation skill to discover information about the target. (+1 to roll if hacker has insider information).

Exploit Vulnerability: Using Knowledge (Computers), find weak configurations or software vulnerabilities to break into the system.

Locate Loot: Using Knowledge (Computers), search the system for the loot.

Retrieve Loot: Using Knowledge (Computers), extract and transfer the loot off the target.

Cover Tracks: Using Knowledge (Computers), remove exploit code, scripts, and log entries that could reveal the hacking effort.

KNOWLEDGE (COMPUTERS) VARIABLES	MOD
Basic security	-2
Intermediate security	-3
Advanced security	-4
Target aware of hacking attempt	-2
Raise during enumeration	+1
Insider information or access	+1

Assume that if the hacker draws a Club, his target has become alerted to the hacking efforts (if not already) and all remaining rolls will be at an additional -2 penalty.

For more mundane use of computers, remember that CROSS agents are experts at what they do and should generally succeed at routine tasks in their areas of expertise. Simply making the player wait a bit for results is sufficient to resolve the majority of computer-based requests from the Holy Ghost. This can also help to curtail a Holy Ghost player that monopolize the investigation with a lot of computer-based requests. In that situation, consider allocating ten computer points to the Holy Ghost. The GM would select the activity that most closely describes what the agent is trying to do. He would then subtract the listed number of points from ten and determine the number of minutes

needed to do the activity by rolling the dice listed under minutes. Once the activity is complete, the computer points are immediately available again. Assume that this system would need to be abandoned if the GM calls for the Dramatic Task hacking as detailed previously.

ACTIVITY	PTS.	MIN.
Create custom malware	5	2d6
Disguise voice	1	∞
Hacking into a low-security system	4	3d6
Hacking into a medium-security system	6	4d6
Monitoring communications	2	∞
Piloting drone	2	∞
Plant a computer worm	2	1d6
Plant remote access trojan	2	2d6
Running algorithm	2	2d6
Search Internet	1	1d6
Search database	1	5d6

Example: "I want to take a photo of the target and search for it in the CROSS criminal database. I got a success on my Knowledge (Computers) roll."

"Ok, that would be Search database. You upload the photo and find a match in 12 minutes. (Rolled 3 + 4 + 5 + 2 + 6 = 20 minutes)"

For teams without a Holy Ghost, recommend Knowledge (Computers) to the Judas Agent or Inquisitor.

INQUISITOR

Inquisitors are well-suited for typical CROSS missions as they are skilled investigators. Inquisitor players should make sure to have a good handle of CROSS gear in both this book and *Savage Worlds*, and what the contents of the current mission safe house is. This will allow them to equip themselves properly before engaging enemies in combat.

In general, the Inquisitor archetype isn't an essential one. In the absence of an Inquisitor, information can be gathered by the Holy Ghost via Knowledge (Computers) or the Judas Agent's grifting.

JUDAS AGENT

Like the Healer, Judas Agents heavily interact with NPCs during their missions. However, they do this to manipulate these people to say or do things they deem necessary to further mission goals. GMs should provide many NPCs for these agents to interact with and ways to change the course of the mission through dialog (and their Smarts and Spirit skills) instead of combat. Judas agents also attempt to disguise themselves to help pull off their goals. The gamemaster should handle this with either the Persuasion or Stealth skill check. When the agent is attempting to blend into his environment as a homeless man or a mechanic at an oil change place, for example, a Stealth check is appropriate. If the agent is trying to impersonate a specific person, then

that would be a Persuasion check. If the target of Persuasion is familiar with the person being imitated then add a -4 penalty to the impersonator's Persuasion check.

Any decent role-player can grift with their character even if they are not a Judas Agent. Consider having the Inquisitor handle the grifting in the physical world, and the Holy Ghost could do it in the virtual world.

MYSTIC

Since Mystics are directly in communion with God, they can be a direct conduit for the GM to provide information to the players. Never overdo the use of this connection, but when players are stuck, a mental word, sign, or visual cue may be enough for the GM to get things rolling again.

Mystics are not essential to a team and can make games more difficult for a GM since Mystics may attempt to learn things that could solve a mystery too quickly. The Manger could always be a source of information to bump the team in the right direction if there is no Mystic to accomplish this.

PALATINE

These weapons experts are skilled in combat. Like any agent, they have access to equipment like scopes with magnification, infravision and night vision. Remind those playing the Palatine, that this type of gear is useful for surveillance and clue discovery.

Palatines are ranged muscle for combat situations, but if one isn't available, they can be replaced with a Wrath. In general, a team should always have a Crusader, a Palatine, or a Wrath.

SILENT KNIGHT

Silent Knights like to break into new and challenging locations and steal things. Provide that, and they will be satisfied for most of the mission. In situations where combat may ensue, provide an environment in which a Silent Knight can move through in interesting ways, with features such as shadowy corners, secret corridors, and ductwork. Give these characters a way to get The Drop on their adversaries.

In cases of infiltration, here is an example of how to use the Dramatic Task system:

Case Target: Use Investigation skill to discover information about the target like blueprints, security vendors, etc. (+1 to roll if Silent Knight has insider information).

Find Entry Point: Using Stealth or Lockpicking, gain entrance into the target.

Locate Loot: Using Notice, search the target for the loot.

Retrieve Loot: Using Lockpicking or Stealth extract and secure the loot.

Escape: Using Stealth slip out of the target undetected.

Teams without a Silent Knight will be limited in their ability to stealthy infiltrate an enemy location. However, Judas Agents can grift their way into a facility, and Holy Ghosts can turn off alarms and block out cameras for an unskilled infiltrator.

WRATH

The Wrath is a combat monster and also closely attuned to God. Like the Mystic, you can use the Wrath to give information to the team. Try to channel information that is more physical or full of strong emotions, perhaps God lets the Wrath feel strong emotions that are being felt by people in the mission area like anger, sadness, or frustration. Use these clues to push them further into the mission.

Wrath are powerful agents in combat situations, but if one isn't available, they can be replaced with a Palatine. In general, a team should always have a Crusader, a Palatine, or a Wrath.

PARTY CONFIGURATIONS

Below are recommendations for team configurations based on the number of player characters.

LONE WOLF

Crusader or Exorcist

DYNAMIC DUO

Crusader, Exorcist

POWER TRIO

Crusader, Exorcist, Holy Ghost

FABULOUS FOUR

Crusader, Exorcist, Holy Ghost, Healer

FIVE-MAN BAND

Crusader, Exorcist, Holy Ghost, Judas Agent, Silent Knight

SHOCKING SIX

Crusader, Exorcist, Holy Ghost, Judas Agent, Silent Knight, Mystic

SIGNIFICANT SEVEN

Crusader, Exorcist, Holy Ghost, Judas Agent, Silent Knight, Mystic, Palatine or Wrath

ENFORCING THE GENRE

BENNIES

Do not forget to give your players Bennies for good roleplaying of their Hindrances. To enforce the genre, provide bennies for those players that roleplay Catholic vows, uphold the Six Holy Statutes, or show their loyalty to CROSS.

Also, remind the players that they can spend a Bennie to upgrade a safe house armory or create a safe house if one doesn't exist.

EXPERIENCE

When a mission is given to a group of agents, the GM can make them aware that one or two high-ranking member of CROSS is interested in the mission. Sometimes this is directly providing intelligence at the onset of the mission or they may be loaning money, gear, or relics for use on the mission. Remind the agents which areas of expertise are important to those high-ranking members so they know to watch how those aspects are impacted during the mission. After the mission is complete, the GM may want to reference the chart below to have CROSS management punish or incentivize agents based on their personal view of the how the mission went in their area of expertise.

MANAGEMENT	EVENT	MOD
James McDonnell	Loss/Recovery of Artifacts/Relics	-1/+1
Batumba Wanatama	Reduce/Boost discrimination	-1/+1
Mary Shotkoski	Reduce/Boost morale	-1/+1
Anton Marolf	All goals completed	+1
Andromeda Starlin	Recovery of unique tech	+1
Andre, Grenier, MD	Recovery of unique medical intel	+1
David Michael Peters	Recovery of unique intel	+1
Viktor Belikov	Loss/Return of armory items	-1/+1
Renaldo Mangini	Property damage	-1
Cosimo Cavalco	Escape/Banishment of Infernal	-1/+1
Efran Edelstein	Vows broken/kept	-1/+1

ADVANCEMENT

Follow the standard rules for advancement and remember to award the agents double starting money each time they advance to a new Rank.

SETTING RULES

For CROSS campaigns with experienced players, the GM should consider enabling Gritty Damage (See *Savage Worlds*). However, for the temporary injuries described, make them permanent. This makes permanent injuries more likely, giving the agents a reason to consider cybernetics or Iron Shroud Attunement to keep their job. GMs may want to provide free cybernetics for the more debilitating injuries.

TEST OF WILLS

When agents are trying to resist an adversary's Intimidation or Taunt skills with a Test of Wills, consider giving them a Bennie when they get a Raise on their roll. This option helps to enforce the genre component that an agent's Faith can steel their will against their enemies.

SECRETS OF CROSS

Like any good spy story, there are some hidden secrets in the history of the CROSS organization. Here are some tidbits that can be used to provide some intrigue around the content provided in the sections available to the players.

Note: Several of the entries in this section list a mission in the form of Secret Agents of CROSS: {Mission Title}. See

www.blessedmachine.com for more information on how to get these new missions.

CHAPTER 1: HISTORY OF CROSS

PAGE 7: ALBIGENSIAN CRUSADE

The Vengeful Order of the New Cathars feels that the world needs to end because the old God's creations are just getting that much more evil and destructive. They are plotting a global Jonestown suicide pact.

PAGE 9: HITLER & THE SPEAR

The Spear of Longinus also has the power to kill angels and demons. If a possessed body gets injured by the Spear (one Wound), the demon inside is immediately banished. An angel manifesting a body on Earth can also be fatally wounded by the spear. The blow will ultimately kill the victim, but it will take several hours for death to occur. It can only be healed by the Shroud of Turin or Christ's blood. Doomicus hunts for the spear to use against other demons and while they are dying use black magic to draw the power from the victim and into him.

PAGE 9: SPEAR LOST & SUICIDE

After the fall of the Soviet Union, Yuri Marchenko stole much of the Nazi data recovered by the Russians after WWII. He has locations for entrances into the Hollow Earth, the Nazi gold train in Poland, the Amber Room, and the lair of Asena, a mythical she-wolf from the Göktürks, a nomadic group of Turkic people from medieval times. He also has detailed plans for Russian nuclear arms, cybernetics and ape-man medical experimentation data.

Yuri Marchenko has been working on a plot to steal the real Shroud of Turin from the Vatican Secret Archives and using tiny bits of it to give regenerative abilities to a future cyborg army.

PAGE 11: MCDONNELL & THE JESUITS UNITE

Kloosterman is still livid over McDonnell's split with the Jesuits. He has been working with his mystics to use Enochian runes to create a binding ritual capable of containing demon spirits. The plan is to summon and bind demon spirits to stolen Iron Shroud armor and control the demons with the Seal of Solomon.

PAGE 11: WHEELS UP!

The Haitian Houngan was a Jesuit double-agent and was attempting to convince the Haitian people of the error of their ways and return to Catholicism.

PAGE 14: ENTER THE IRON SHROUD

Danny Hara sent the yakuza team to retrieve the Iron Shroud plans and prototype. Analysts from the Manger have started seeing the use of similar designs amongst CROSS enemies. A potential mission to destroy the stolen plans and tech in Tokyo is complicated by Japanese supernatural elements protecting the data and the yakuza's awareness of the existence of CROSS.

PAGE 15: SCIFOLOGY 101

Chatter has been intercepted by the Manger that John Driver is scheduled to reveal Clean Spirit IX for the first time to the Scifology elite. CS IX is the ninth teaching of the Sanctuary of Scifology and one that is supposed to provide instructions on how to visit Umnex in his Ice Prison. Umnex, forever trapped in body stasis equipment in the prison to allow him eternal life, will give each of them a private audience and advice on their path to becoming the best Clean Spirits they can be. Oddly, several CROSS Mystics have had visions of Lucifer being freed from an icy prison on the same date as the CS IV reveal. They have also received invitations to the *Freedom Spirit*, the Sanctuary's private cruise ship.

PAGE 15: STARLIN, ANDE STARLIN

Both CROSS and ATLAS are dispatched to rescue an augment with unique intelligence information from a war zone. The complication is that the augment is working for a third agency that has leaked chatter to the other two agencies to lure them into a trap.

PAGE 17: RISE OF THE DEMON DOOMICUS

Doomicus is working to take the infernal power of other demons and using the collected might to open the largest hellmouth ever created.

CHAPTER 2: COMMAND STRUCTURE

PAGE 22: INTERACTIONS WITH OTHER AGENCIES

Below is a list of sleeper agents that can be activated when a mission requires intel a sleeper agent has on these agencies or their missions or the position that the sleeper holds within that organization.

AREA	AGENCY	AGENT
China	Ministry of State Security	Houhai Bai
Egypt	Gihaz al-Mukhabarat al-Amma	Waleed Naser
Iran	Ministry of Intelligence	Amir Radish
North Korea	Reconnaissance General Bureau	Sung Hoon
Russia	Federal Security Service	Selidova Valentinovna
United States	National Security Agency	Chad Dallas

PAGE 22: JAMES MCDONNELL

McDonnell has two cybernetic parts, both from encounters with Doomicus. He had the first cybernetic implant to test the technology.

PAGE 24: ENZIO RODRIQUEZ

Enzio Rodriguez returned to Mexico and was asked to help with an exorcism of a young child that was thought to be possessed by

a demon. Enzio helped to free the girl from the demon's control but failed to banish it. The demon then possessed Enzio and then murdered everyone in the room including the small girl. Enzio then murdered the leader of a local drug cartel and installed himself as the leader. Today he reigns over a four-town area as "The Monsignor."

PAGE 24: HOLY FATHER BATUMBA WANATAMA

Relatives of Batumba have reported odd behavior by family members and have requested his help. The family has been targeted by an Adze, a vampiric creature from Ewe folklore. Officials in the area state that these vampires are possessing and infecting the family and turning them into witches. A local village mob is planning on killing the family to protect the rest of the village.

PAGE 26: HOLY MOTHER MARY SHOTKOSKI

4th Dawn has been watching for an opportunity to kidnap sister Shotkoski and the neo-Nazi cult has learned that she is scheduled to accept a humanitarian award from her childhood convent. 4th Dawn will kidnap her and intends to kill her on a live stream to advertise a membership drive for individuals that would relish the killing of a famous assassin of Nazis. Unfortunately for them, Juliette still has a lot of fight in her, and she will alert security causing the entire nunnery to be locked down. Juliette will be a hostage and CROSS agents will be needed to come to her rescue.

PAGE 30: VIKTOR BELIKOV

Viktor Belikov's angelic experience and his eventual position within CROSS was perpetrated by one of CROSS's enemies. They hope to turn him into a mole somehow—perhaps by convincing him that CROSS faked his life-changing encounter.

PAGE 32: RENALDO MANGINI

Russian hackers have been monitoring Renaldo for several months. They sold his daily routine, password schemes, biometric fingerprints, and other personal and work-related information to the highest bidder. That bidder has kidnapped Renaldo, and they are blackmailing him for access to the CCC vault. Renaldo managed to get a coded message to McDonnell. Unfortunately, he cannot reveal this information to the other bank executives or law enforcement without revealing his role in CROSS. Instead, McDonnell sends the PCs on a mission to break into the vault ahead of the kidnappers to set a trap for them and attempt to try to find out where Renaldo is being kept. In a final twist, Renaldo is in the vault, and the bank heist was a training mission.

PAGE 33: ANDROMEDA STARLING

Ande's father faked his own death and is actually one of Michael David Peters aliases. He orchestrated Ande's eventual placement in CROSS so he could monitor his daughter closely but still anonymously.

PAGE 36: MICHAEL DAVID PETERS

David Michael Peters is an excellent source of knowledge and

will be able to deliver intelligence information to the agents even when not able to contact the Manger by text or phone. He has a knack of morphing into an environment to deliver intel and has done it as a hostage, a hot dog vendor in a park, an airline steward and many more. No one knows all his tricks to enter an environment unnoticed but, it has made the difference between success and failure on several vital missions.

PAGE 37: FATHER COSIMO CAVALCO

Doomicus has taken the Spirit of an NPC. He will trade it for one thing, the signature of the Son of Sam in the killer's own blood.

PAGE 39: EFRAN EDELSTEIN

Efran is over one hundred years old and CROSS doctors assess he has the body of someone in their late 60's.

The Manger intercepts U.S. Air Force footage of a UFO at the Geographic North Pole. Interestingly, the footage shows a UFO rising out of a gap in the ice-covered ground, hovering briefly to reveal a clear view of a glowing sphere made of spinning metal rings or wheels just like in Efran's story.

CHAPTER 6: RELICS AND ARTIFACTS

PAGE 120: BUDDHIST IRON MAN

See mission: *Secret Agents of CROSS: Whispers.*

PAGE 120: CROWN OF THORNS

See mission: *Secret Agents of CROSS: Hospitality Not Included.*

PAGE 122: JUDAS COINS

See mission: *Secret Agents of CROSS: Field of Blood.*

PAGE 125: SEAL OF SOLOMON

See mission: *Secret Agents of CROSS: King's Trump.*

PAGE 127: SHROUD OF TURIN

In 1997, a classified mission was conducted using fire as a diversion to move the Shroud from Turin to the Secret Vatican Archives. Only the command staff of CROSS know that the Shroud held in Turin is fake.

PAGE 128: SWORD OF SAINTS PETER & GEORGE

See mission: *Secret Agents of CROSS: Blood Ties.*

CHAPTER 7: ADVERSARIES

PAGE 131: KOMMANDANT KREUZOTTER

Kreuzotter does not know it, but he is a Luciphim. If he were to discover that is a descendant from angels, he might begin to desire possession of Biblical relics and artifacts more than anything else.

PAGE 133: ARCHANGEL

See mission: *Secret Agents of CROSS: Let There Be Light.*

PAGE 135: BEHEMOTH

See mission: *Secret Agents of CROSS: Blood & Teeth.*

PAGE 137: CULTISTS

See missions: *Secret Agents of CROSS: Blood Ties and Secret Agents of CROSS: Let There Be Light.*

PAGE 137: CULT LEADER

See missions: *Secret Agents of CROSS: Breeding Will Tell, Secret Agents of CROSS: Blood & Teeth, Secret Agents of CROSS: Blood Ties, Secret Agents of CROSS: King's Trump, Secret Agents of CROSS: Sable Island.*

PAGE 137: CYBORG THUG

See mission: *Secret Agents of CROSS: King's Trump*

PAGE 138: DEMONS

See missions: *Secret Agents of CROSS: Let There Be Light, Secret Agents of CROSS: King's Trump.*

PAGE 143: HOUNGAN/MAMBO

See mission: *Secret Agents of CROSS: Not Dead Enough*

PAGE 151: JOHN DRIVER

Driver is actually in a parasitic relationship with the trapped alien, Umnex. The alien's life support system is slowly deteriorating causing him to become more ill. When Umnex contacted Driver he created a rapport between them and as Umnex becomes more sick so does Driver. At best, Driver figures he has two years to rescue Umnex and heal him. As time speeds by he is getting more and more desperate to find solutions.

PAGE 152: THUGEE

See mission: *Secret Agents of CROSS: Whispers.*

PAGE 153: WITCH

See mission: *Secret Agents of CROSS: King's Trump.*

MISSION: BLOOD AND TEETH

Reports reach the CROSS team of a series of disappearances of Muslim villagers from Doğubayazıt in Eastern Turkey. Normally, this type of problem is not the purview of the agency, but these disappearances occurred in the vicinity of the resting place of Noah's Ark. Given these components, this is one case CROSS cannot ignore. Also, unbeknownst to the agents, an important and classified grimoire has recently disappeared, and the Manger has reason to think the two cases are related.

BANDITS WHILE IN TRANSIT

The agents' mission contact informs them that the Turkish Government seized a Catholic Church in Doğubayazıt. Coincidentally, there are also reports of missing Muslims in the area. The Vatican is in contact with Turkey to resolve the issue peacefully and does not want to see these political talks backslide due to violence from the high tensions now in the area. He orders the team to find the missing Muslims and keep the peace so that the political process can proceed unhindered. The agents arrive in Ankara, Turkey within twenty-four hours of receiving the orders. As the village in question is so remote, the team must rent or pick up an SUV at the safe house to drive twelve hours to conduct their investigation. This part of Turkey is virtually lawless, and the CROSS contact advises caution.

En route, the agents come under attack by a group of bandits endemic to the area. There are as many bandits as characters armed with automatic rifles hiding behind rocks and brush providing them Light Cover. They open fire from a range of 22" which is short range for the rifles, but medium range for most pistols. The bandits are out for money and are not fanatics. They will retreat after sustaining 33% casualties, but before retreating they will try to fire a TOW missile at the agents' vehicle. Once the bandits flee or are defeated they can continue on to the village. If the team's SUV is destroyed, they will need to travel the six-mile on foot across some grueling steeply sloped trails. Toughing out the trip requires a successful Vigor roll to avoid a level of Fatigue.

HOME, NOT SO SWEET, HOME

Upon reaching the village, initial attempts to gain the trust of the villagers meet a wall of distrust of strangers. The initial reaction of everyone is negative, and all Persuasion rolls have a -2 penalty. If none of the agents can speak Turkish, there is a further -2 penalty to the attempt. Even if successful, the villagers offer only the shortest of answers and limited assistance such as food or with a Raise, a place to stay.

Eventually, the agents have the chance to save a child when a distraught father brings in his seemingly lifeless son he pulled from a local stream. "Bana yardım et! Bana yardım et! (Help me! Help me!)"

The man, Tarik Oyal and his son Ekrem were herding goats just outside the village, and one of the animals butted the boy into the stream and knocked him out. Tarik dove in quickly, but by the time he got to his son, he was no longer breathing. A successful Healing roll will simulate mouth-to-mouth resuscitation and revive the child. In gratitude, Tarik will mention the strangers that passed through a couple of weeks ago and how since then, six people from the village have disappeared. This event is why the villagers do not trust the agents as they believe anyone from outside is either in league with the first group or intending to stir up more trouble.

Tarik insists that the agents come back to his home so that he can show them his gratitude. Taking this offer will be especially

useful if the team has not found a place to stay among the fearful villagers. Tarik explains that his home is only five kilometers away by foot and he will not take no for an answer. A successful Smarts roll will reveal that refusing his hospitality would be a grievous insult and the agents will have to determine if they want to lose the goodwill they new have with Tarik by turning down the offer. If their SUV was destroyed earlier, taking the offer will require the team to face a Vigor roll to avoid a level of Fatigue during the tiring trek to Tarik's home.

As they walk along, Tarik will mention that his mother-in-law is a seer and if they speak to her, she can reveal more about the local legends and the "Mountain Ship." When they reach Tarik's small home, he offers them tea and has his wife Cezmiye, aided by his three other children bring out food. Although the food is humble, it is tasty, and it is obvious the man is offering the best he has to his guests. After eating, Tarik assists an ancient crone into the living area that he introduces as Cemile his mother-in-law. The woman begins to speak of the old times, before time itself when Gods older than the Earth still walked the lands. Things best left unknown and forgotten, but the signs are all too clear the strangers who came before have stirred them up despite the warnings. Far in the mountains where Noah led the survivors of floods down to safety lies a place of great power. Inspired by God and touched by his hand, the Mountain Ship is a mighty relic for good or evil.

Cemile explains that relics are tools, neither good nor evil, it is the intent of the user that creates the outcome. She explains that bones of the Mountain Ship are powerful and can invoke many rituals, but the most powerful, and the one she most fears, is the Summoning. She has read the tea leaves, and the chicken entrails and all signs point to the performance of that ritual as what the strangers intend to do. Cemile explains that if "fragments of the backbone" are anointed with the blood and teeth of His followers, the resulting artifact is powerful enough to bridge the gap between here and then or this place and others. She provides a crudely drawn map to show the agents how to find the Mountain Ship.

The source of the unrest are members of a splinter group of Protestant Christians that lost their place of worship due to a seizure by the Turkish government. Resorting to worshiping in their homes, a few became obsessed with revenge and split from the congregation. One of their group stumbled upon an ancient text that revealed a ceremony that would bestow great power to someone willing to pay the price. The complex ritual must take place on Mount Ararat and has the remnants of Noah's Ark as a focus. The unfortunate kidnapping victims were taken to become sacrifices to complete the ritual that will open a pit to Hell and summon the chaos of Satan to Earth.

ALL THINGS PASS

The map leads the agents through a mountain pass that is treacherous under the best of times and with henchmen guarding the way, it is even more dangerous. The team will have to defeat a like number of goons armed with assault rifles, but this time with

Medium cover to reach the Ark. The pass they defend is virtually impregnable, but Notice rolls will detect a rock outcropping above. Shooting the right spot is a -2 difficulty plus a further -2 range modifier. Once the rock slide starts, it will sweep everything in front of it and will wipe out any remaining goons.

However, the agents quickly discover after the rock slide ends, the resulting debris makes for a difficult passage. It will take two Climbing rolls or Agility at -2 to traverse the rubble left by the rock slide safely. Failing in any of the attempts causes a fall and 2d6 of damage as rock pummels the unfortunate agent.

After clearing the mountain pass, the area opens up into a vast snow-filled clearing. Dead ahead is a massive ship — Noah's Ark. High atop the ship, at Long range, the agents can see a crazed priest in mid-ritual with three mooks protecting him (Medium Cover to target the sorcerer) These remaining guards fight savagely as their leader attempts to complete the Summoning ritual on the top of the Ark where he chants over blood and teeth of his victims. The Summoning will take 1d4 rounds to complete. If the agents defeat the cultists before they can finish the invocation to complete the spell, the Summoning fails, and the team can rescue the kidnapped villagers. If the Summoning succeeds 1d4 demonspawn (page 139) will erupt from a Hell pit in the center of the Ark every round until the blood and teeth are disrupted. Regardless of the success or failure of the spell, time will be disrupted linking the day Noah loaded his Ark to the present. Scared animals will stampede out of the broken Ark and trample anyone in the area in their haste to flee.

The pounding of the herd will destabilize the area and everyone has to flee before an avalanche completely buries the area. Fortunately, the cultists have a truck parked nearby to use for the escape, which requires a successful Driving -2 to rapidly navigate the terrain as it is buried by the avalanche. An agent failing this roll will wreck the truck, but will still allow the agents to lead the villagers to safety with a successful Agility roll. If that fails, everyone will need to survive 2d6 falling damage to arrive safely back at the village.

Once back at the village, the rescued hostages praise the team for their heroics and the villagers pull out all the stops in a huge celebration for the return of their missing loved ones. When the festivities are over, the villagers provide enough horses and a guide to lead the agents to the nearest town where they can make arrangements to return home. When the team reports in, aerial surveillance of the region discovers the massive landslide changed the landscape enough to completely rebury Noah's Ark, leaving no trace of the long sought-after relic of the flood.

NPCS



CRAZED PRIEST

See **Magical Minister** on page 137.

BANDITS & PRIEST'S MINIONS

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d6, Notice d4, Shooting d8, Stealth d6

Charisma: -; **Pace:** 6 **Parry:** 5 **Toughness:** 5

Edges: Rock and Roll

Hindrances: Bloodthirsty

Gear: AK-47s

Tags: Earthly, Soul

BEHEMOTH

See **Behemoth** on page 135.

LION

The kings of the jungle are fierce predators, particularly in open grassland where their prey cannot seek refuge. See **Lion** in *Savage Worlds*.



MASTODON



Ancestors of the modern elephant, mastodons are powerful animals that inhabited the Americas until extinction 11,000 years ago.

Attributes: Agility d4, Smarts d4 (A), Spirit d8, Strength d12+6, Vigor d12

Skills: Fighting d6, Intimidation d10, Notice d6

Pace: 6; **Parry:** 6; **Toughness:** 17 (2)

Special Abilities:

- **Armor +2:** Thick shaggy fur and hide.
- **Large:** Mastodons are massive creatures; opponents get a +2 to all attack rolls when fighting them.
- **Cold Natured:** Mastodons are most comfortable in cold environments, they take half damage from cold-based attacks and get a +4 to any rolls to resist other cold effects, they suffer a -4 penalty to resist hot environmental effects.
- **Size +7:** Mastodons weight up to 12,000 pounds.
- **Trample:** Mastodons can attack by charging forward and trampling their opponents; they charge in a straight line, or making a single turn with the Turn template; anyone within their path must make an Agility check or be rundown. Victims take Strength damage and are knocked prone.
- **Tusks:** Str+d6.

Tags: Earthly, Soul

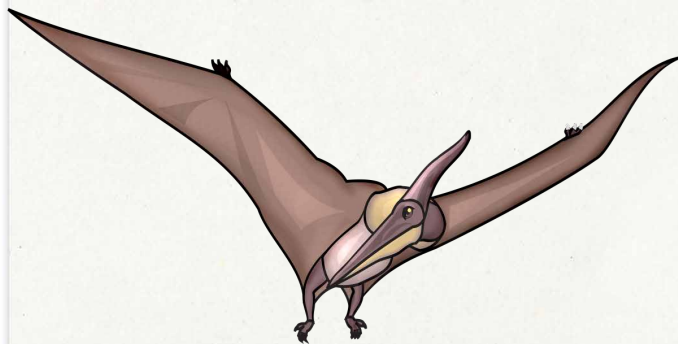
POLAR BEAR



The polar bear is a mostly carnivorous bear whose native range lies chiefly within the Arctic Circle and its surrounding ocean. It is a large bear with many body characteristics adapted for cold temperatures, navigating snow, ice, and water. See **Bear, Large** in *Savage Worlds*.

PTERANODON

These flying dinosaurs have a wingspan as long as a school bus and were covered in feathery-hair.



Attributes: Agility d10, Smarts d6 (A), Spirit d6, Strength d8, Vigor d8

Skills: Fighting d6, Notice d10

Pace: 4; **Parry:** 5; **Toughness:** 9 (1)

Special Abilities:

- **Armor +1:** Scaly hide.
- **Claws:** Str+d6.
- **Flight:** Pteranodon have a Flying Pace of 12" with an Acceleration of 3".
- **Fly-By Attack:** When the pteranodon is flying at full Pace, it can do a fly-by attack maneuver to add +2 to its Claw damage. On a raise, against a size 0 (human) or smaller sized opponent, it can snatch them up and carry them off.
- **Size +2:** Pteranodons are about the size of a horse.
- **Slow:** On the ground, they have Pace 4" and cannot run.

Tags: Earthly, Soul

RE'EM

See **Re'em** on page 150.

STAMPEDE

The real danger from a big herd of animals lies in a stampede. Anyone caught in a stampeding herd are trampled by their hooves. These bystanders must make an Agility roll (-4) each round or suffer a level 2d12 damage. After three successful Agility rolls, the individual has got out of the way of the herd.

MISSION: NOT DEAD ENOUGH

Seattle, Washington. Sometimes it's called the Emerald City, as it's known for its lush, green fauna. It's also known as a breeding ground for a lot of other, weird things, but grave desecration normally isn't one of them. When word reaches the CROSS agents of a rash of cemetery break-ins involving disinterred corpses, the question becomes, how weird can things get in the Emerald City?

DO NOT DISTURB

The team gets orders to investigate a series of cemetery and funeral parlor break-ins. So far, there have been seven incidents, all in the Seattle area. The agents can start at any of the locations as there is no set requirement of how to proceed. Refer to the table below for a complete list of the break-ins. If they choose to check out the oldest sites first, they find the first two were in pet cemeteries with several animals missing. In the first three incidents at human cemeteries, a single fresh grave was dug up with the body found within 100 feet of the grave. In the two most recent events, the bodies disappeared, probably taken by the grave robbers.

One recurring element of the cemetery officials' stories at the initial three human graves is that the missing bodies were all recently embalmed and buried. The agents will have to succeed with a Persuasion roll at the most recent sites to learn the missing bodies were stolen prior to embalming. Other than this difference, the events are all similarly lacking any solid evidence. Whoever is doing this is meticulous in their execution of the intrusions, no fingerprints, shoe prints, tire tracks, or anything else even remotely traceable.

If the agents talk to the gravediggers and caretakers of each location, they will find a caretaker at the most recent site that reports

that there were two sets of footprints leaving the graveside, but the famous rains of the Pacific Northwest, wiped them out before the police could investigate them. It takes a Persuasion -2 roll to get the worker to add that one set of tracks looked like it came from the same type of shoe buried on the departed guy. He remembered the man was buried in a basketball shoe with the same unique tread pattern.

A Knowledge (Occult) roll will confirm that this could be evidence of a supernatural event and the team is possibly facing some sort of zombie activity. The difference in the types of breaks indicates someone working out the details of how to raise zombies and the missing two corpses imply that the person may have figured it out.

UNDEAD HEIST

The problem the team faces now is how to track down this individual when they have no leads. Just as the agents come to this frustrating conclusion, the TV, radio, cell phone alerts, and police scanner if they have one, all burst to life with a bank robbery in progress. The agents will probably ignore a mundane crime like a robbery, but when the live video starts coming in, the robbers wearing Halloween masks seem to be heavily armored as police gunfire has almost no effect on the two lumbering men and one of them is wearing a pair of bright red basketball shoes. Fortunately for the police, the two are abysmal shots, and no one has been wounded. Eventually, one of the robbers takes a shotgun blast to the face that blows off his mask, and with a success-

ful Notice roll, they see the sickly gray skin before that camera goes black.

The team probably is all for racing to the scene of the crime. The GM can allow the team to infiltrate the bank and try to take out the two robbers. They will discover that these zombies seem to have been "programmed" to take the safety deposit boxes and dump them on the floor by the drive-up window. A Smarts roll may divulge that this looks more like a distraction than a real heist.

Alternatively, the team can arrive just in time to see the robbers inside the bank take headshots from nearby police snipers and finally crumple to the floor to lie still. The police keep spectators back, so it will take a Stealth roll to get close enough or see enough to know that these are, without a doubt, zombies before the police seal off the area.

If the team have some form of legitimate law enforcement ID, they will be able to make a hands-off examination of the bodies. A relevant Knowledge skill or a Healing roll will confirm their suspicions, but the bodies do not yield any useful clues. One thing they will notice right away is that the bodies were not armored.

Although the official word is that the bandits wore heavy armor, a Notice -2 roll will overhear two officers talking at the scene

NAME	PET CEMETERY	PET CEMETERY	HUMAN CEMETERY	HUMAN CEMETERY	CONTACT	NOTES
Seattle Pet Cemetery & Cremation Service	•	•			Mary Simmons	Body of dachshund missing.
Petland Cemetery	•				Dustin Gabriel	2 bodies of Dobermans missing.
Evergreen Washelli Memorial Park Company			•	•	Jason Washelli	Embalmed body exhumed and found 100 feet away and in a shed.
Lake View Cemetery			•	•	Hunter Sparks	Embalmed body exhumed and found 50 feet away and in a shed.
Calvary Cemetery			•		John Peters	Embalmed body exhumed but left in grave.
Beauty Rest Funeral Parlor				•	Gomez Livingston	Non-embalmed body Stolen.
Elementa Natural Cremation				•	Harmony Sunshine	Non-embalmed body stolen / shoe prints.

that the robbers were not armored. They also mention another robbery that occurred at the same time as the bank robbery. Following them with a successful Stealth roll will allow them to learn that an antique store across town was robbed at nearly the same time as the bank. If any agent fails their Stealth roll, the police detect them and immediately move to detain them. It takes a Persuasion roll to come up with a plausible enough excuse to avoid arrest. If this roll fails, the agent gets taken into the station, where they will be released 1d4+1 hours later.

Should the agents get the above clues and avoid arrest, they also learn that with everyone tied up at the bank, it will be hours before the police can respond to the antique store robbery. If they go to the antique store, the agents can get the owner to tell them what happened with a simple Persuasion roll as he is rattled and he assumes the agents are with the police department. If anyone got detained, the agents will run into the owner of the store as he leaves the police station after making his report. He is irate as he leaves the station as he got no attention whatsoever. A Persuasion roll will play on the man's frustrations and get him to tell the team what happened.

In either case, the agents learn the man is Franklyn Thorn, and he says a young man entered his store and threatened violence unless Thorn gave him three items. As Thorn is in his mid-60s and rather frail, he gave the man what he wanted to avoid injury. The items were all 19th Century, from Louisiana, and connected to Voodoo rituals, specifically for death rites. It takes a second Persuasion roll to get Thorn to talk about the robber, who he describes as average height, very thin, young - maybe 20, brown hair and a thin patchy beard. He was wearing sunglasses and a New Orleans Saints baseball cap. Thorn remembers this last part because he is a life-long Seattle Seahawks fan and thought the robber's hat was so out of place here in Seattle. The man drove off in a small beat up car. Thorn didn't get the plate, but he did notice the Saints license plate frame and a bumper sticker for South Seattle Community College. Thorn recognized the logo because his grandson just started attending there.

SCHOOL DAYS

Assuming the agents follow this lead to the college, obtaining information will require official ID or a Persuasion roll at -2. If successful, the dean gives the team the student's name based on Thorn's description. If the roll fails, the agents will have to ask around the campus to find someone that knows the student. Either method yields the name, Clément De Vigny. If the dean takes the agents to De Vigny's room, they enter and find all sorts of books on Voodoo as well as New Orleans Saints regalia, all hastily abandoned with his roommate saying they just missed him. A glance out the dorm window spots De Vigny peeling out of the parking lot. De Vigny has quite the lead on the team, but with a successful Notice roll, they are able to find a map of the northeast part of Seattle with a circle around Warren G. Magnuson Park.

If the team had to ask around to find him, by the time they get to his dorm, De Vigny and all of his books are long gone. The

roommate will freely state that "Dude was cray-cray. All into mumbo-jumbo shyte. And he was a Saints fan, as well as an all around d-bag. He pulled an Enron on a bunch of stuff and jetted out of here about an hour ago like his hair was on fire."

If no one understands the roommate, a Notice roll will allow the agent to discover that De Vigny shredded something before he left. Piecing together strips takes a Smarts roll and another hour. Once finished, the team can figure out one of the last things he tried to destroy was a map to the northeast part of Seattle with a circle around Warren G. Magnuson Park.

JUST ANOTHER WALK IN THE PARK

Driving to the park, the agents find De Vigny's car abandoned in the center of it. The reception they receive when they arrive depends on whether or not they are hot on his heels or if he has a big lead. If hot on his heels, he hasn't had time to prep his lair as he would like, but he still managed to set up a couple of traps, and the team will have to succeed with a Notice roll to avoid them. If he had the time, there are multiple traps ready, and it will take three rolls to slip through his defenses. If the Notice roll fails, the agent must succeed with an Agility roll, or the trap does 2d4 damage.

Eventually, the team will reach a clearing and find a tool shed, but before they can enter, De Vigny steps out into the open in full Voodoo regalia. He laughs as he shouts. "You are too late!" He points a fetch stick at one of the agents, who must win an Opposed roll of Vigor versus De Vigny's Spirit. If he wins, the agent immediately suffers a level of Fatigue and falls to the ground writhing in agony, effectively paralyzed, for as long as De Vigny focuses the fetch target on that victim. If anyone tries to shoot him, they discover De Vigny has an amulet around his neck projecting a shimmering Armor spell giving him a Toughness of 17 (see information on De Vigny on page 101). If someone attempts to rush him, De Vigny targets them with the fetch stick in the same manner as above. After moving to a new target, the previous target is no longer paralyzed, but they're still Fatigued.

As De Vigny holds the agents at bay, he gains in confidence and taunts them. "You have no understanding of my powers. No more shall the weak-minded, and oversized fools challenge me!" De Vigny advances on the team and boasts "You have only seen my lesser powers. Now it is time to learn of my full powers! Attack!"

The agents immediately hear something moving through the woods and just as they realize something is coming, several animals charge the team with two attacking each agent. While the agents are distracted, De Vigny pulls out the second stick from a bag on his hip, crosses them and points at one of the agents. This powerful magic attack is an Opposed Spirit versus Spirit roll. If De Vigny wins, the agent flies backward violently and suffers 2d8 damage.

De Vigny believes he's very powerful, but he is only one man and one unskilled in combat. Once the amulet has revealed its

power, a successful Notice roll by one of the agent's will reveal that the amulet doesn't appear to protect him from behind. Targeting him from behind will allow an attack against De Vigny's normal Toughness. Once defeated, the dogs will lose interest and attempt to leave the park. As for the artifacts, the team will probably not wish to allow them to remain on the market; they can buy them to remove them from the hands of anyone that might try to use them in the future. In addition to Thorn's items, De Vigny has half a dozen more items the agents can seize for safe keeping.

Stripped of his regalia, De Vigny is just a skinny and weak kid who got tired of being bullied and was ready to lash out at his tormentors. Assuming no one has died, no money was stolen from the bank, Thorn has either gotten his items back or was paid for them, and De Vigny's cemetery heists haven't harmed anyone living, the CROSS agents can determine what to do with him. Going by how rattled the would-be Voodoo priest already is, a successful Intimidation roll will scare De Vigny straight stopping him from any further meddling in the arcane.

As for the bank robbery suspects, the agents are under no obligation to explain anything to the Seattle police department. The events at the bank can simply become an enduring mystery that will eventually become a cold case and conspiracy theory for individuals with too much time on their hands.

NPCs

ZOMBIE DOGS



Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Notice d10

Pace: 8; **Parry:** 5; **Toughness:** 4 (Dachshund)/6 (Doberman)

Special Abilities

• **Bite/Claws:** Str+d4.

• **Go for the Throat:** Dogs instinctively go for an opponent's weakest locations. With a raise on its attack roll, it hits the target's most weakly armored area.

• **Fearless:** Zombie dogs are immune to Fear and Intimidation.

• **Size -1:** Some dogs are small (Dachshund).

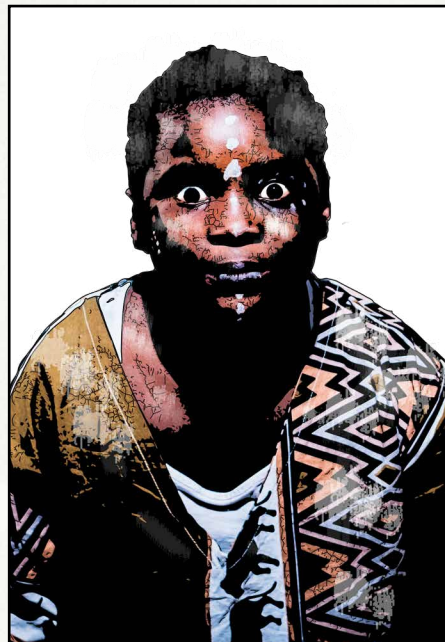
• **Undead:** +2 Toughness, +2 to recover from being Shaken, called shots do no extra damage (except to the head).

• **Weakness (Head):** Shots to a zombie dog's head are +2 damage.

Tags: Earthly

CLÉMENT DE VIGNY (HOUNGAN)

De Vigny has 30 Power Points and he knows the Create Zombie power. He also knows Armor, but only in a ritual form that requires gruesome components but grants +12 Armor for an hour.



MISSION: LET THERE BE LIGHT

When a rash of burglaries of medieval artifacts from wealthy homes and museums comes to the attention of the agents, their initial reaction is one of disinterest. The stolen items are valuable enough to be targeted by mundane thieves. This all changes once the agents learn who once owned all of these objects, and what can be done with them.

NO COINCIDENCE

The preliminary mission briefing on the thefts reveals that due to the non-violent nature of the burglaries, they are treating these crimes as low priority. However, a successful Investigation roll turns up an important fact, the items originally belonged

to the noted 16th Century astrologist and mathematician John Dee. A Knowledge (Occult) or Investigation roll will reveal that Dee was an adviser to Queen Elizabeth I, and was also known for his extensive study of alchemy. His final project reportedly was a summoning device. Dee intended to summon an angel, but that detail was lost. Notes simply refer to the contraption as a "summoning device." Despite investing 40 years of effort into this project, Dee never managed to finish the device.

ONE LESS THAN A DOZEN

Further research with the use of a Contact in the Occult world, a visit to a local occult bookshop found with an Investigation -2 roll, a Knowledge (Occult) -2, or Investigation -2 roll, reveals that Dee's device consisted of 11 separate items that interconnect to form his summoning device. So far as anyone knows, Dee died before completing the project, and at that time, no one placed any particular importance to the items. As a result, over the years the objects were scattered to different people.

Another roll of the same skills above or using a Contact in the police department discovers that the burglars already have ten of the items. The remaining object is a silver candelabrum with four arms and a central mount, capable of holding a total of five candles. This item is in the Central Museum of the mission's city and only fifteen minutes away by car.

Assuming the agents rush over immediately, they arrive only 30 minutes before closing. Any attempt to speak to the curator requires a Persuasion roll to get past security and his secretary. If successful, the agents meet Tomas Aleksander Kucera. If the team should fail, a Stealth roll will allow them to slip past security to meet Kucera, but all further Persuasion rolls will be at -2. Regardless of how they get to him, when Kucera learns of the threat to an object in the museum, he shows surprise, but is very grateful and promises to increase security immediately. He will not, however, entertain any question of the agents assisting with the security. He will thank the agents again if they press the matter, but will firmly decline their offer. If they continue to try, he will tell them to leave, or he will call security.

DEE'S ITEMS

Aludel: A series of pear-shaped clay pots fitted together one atop another used to sublime mercury or sulfur.

Candelabrum: The main connection point of Dee's summoning apparatus.

Crystal ball: Dee's main object to channel his conjuring. Said to rest on the Shew stone.

Crystal clump: a large clump of transparent crystals.

Divining rod: Divination device used to locate water, buried metals or ores, gemstones, oil, gravesites, and, possibly, the supernatural.

Gold Amulet: Amulet inscribed with the visions of Edward Kelley, one of Dee's otherworldly peers.

Mirror: Aztec in origin. Carved from obsidian into a hand mirror. Rumored to summon demons.

Shew Stone: Smooth stone puck inscribed with the Sigillum Dei or "Seal of God". This magical symbol, composed of two circles, a pentagram, and three heptagons is labeled with the name of God and his angels. This amulet, according to one of the oldest magical source, the *Liber Luratus* by Honorius, allowed a practicing magician to have power over all creatures except Archangels.

Souffler's Furnace: This odd instrument appears to be a variation of an alembic, a device used to distill liquids. This one has a glass globe supported by a tall cylinder and topped with a copper retort. The cylinder is said to contain lightning bolts which power a small flame that causes a porcelain ball to float inside. It is unknown what comes out of the retort (see image below).

Tarot cards: Used for fortune telling.

Wax Disks: Used by Dee to support his scrying table.



HIDE AND SEEK

Rebuffed by the museum curator, the agents will have to devise a Plan B if they wish to take further action. Thanks to their warning (or so they believe, see below), the museum is on high alert and sneaking in is nearly impossible. The only thing going in the team's favor is that the museum is closing and with the straggling visitors, the agents have one chance to take advantage of this distraction. Each agent can attempt a Stealth -2 roll to evade the guards as they perform their sweep of the museum for dawdlers. If they fail, the guards detect them and shoo them out without a second thought. A single agent can sacrifice their own attempt to hide by attempting to use Taunt versus the col-

lective d6 Smarts of the guards. If the agent wins, everyone else trying to sneak in gets a +2 bonus, if the agent gets a raise on their attempt, all agents attempting to hide will automatically succeed. However, the Taunting agent's antics will result in their immediate ejection.

Anyone that successfully hides will have to roll Stealth rolls each time they move to avoid the guards. If the roll fails, the agent runs into a guard. The agent can roll Persuasion to bluff their captor that they simply failed to exit in time. Even if this roll succeeds, the guard summons assistance and they promptly escort the trespasser from the museum. If the roll fails, the guard believes the agent is a burglar, and when the additional guards arrive, they not only detain the agent, they summon the police. Unless freed by others, this agent will take no further part in the mission. Thus the use of Bennies is a good idea.

An agent can take a more aggressive response if detected by attempting to subdue the baton armed guard. However, the agent only has three combat rounds to subdue the guard silently before four more guards arrive. The advantage of subduing a guard is that the agent can don his uniform as a disguise, which will give that agent a +2 to all Stealth rolls in the museum. Any agent that remains undetected, or managed to subdue a guard, can with a successful Stealth roll, open a side door and let any agents that failed to hide into the museum.

ROUND 1: FIGHT!

Regardless of how they arrived, only a half an hour after the museum closes, anyone succeeding with a Notice roll will detect a chanting and will be able to follow the sounds to the Renaissance wing. There, they discover two things. First, the chanters are the curator Tomas Kucera along with half a dozen of the guards. Second, the agents are too late as they arrive just as the chanters finish whatever it is they are doing. A Knowledge (Occult) or Smarts -2 roll will recognize the trappings as a summoning ritual. Before the agents can react Kucera laughs and says:

"You meddlers are too late. The demon will be here shortly. I assume you are here to recover these." He gestures to the missing Dee artifacts next to him already assembled except for the candelabrum still in its case. "I can't possibly let you interfere with my experiment into the true nature of Good versus Evil. As soon as I connect this cunningly crafted item to the others, Dee's angelic communicator can summon an angel, and we will get the opportunity to see how the two opposing forces interact first hand."

Kucera opens the case holding the candelabrum and moves to connect it to Dee's device. Should the agents attempt to interfere, Kucera gestures to the guards and they attack. However, these guards are cultists in disguise and carry pistols in addition to batons. Run a single round of combat and at the end of the round, the demon arrives, forcing the agents to make a Fear check.

The demon emits a hideous cackle and snarls in a ghastly voice. "Seems you hurried your warding spell human, now you will all die!"

Before Kucera can even scream, the demon sets upon him, its smoky black form entering his chest. A second later Kucera's skin bubbles into hard scales and sprouts large leathery wings and massive horns. The Kucera-demon cackles with a sick echoing laugh and eyes its prey. This horrific sight results in another Fear check (the cultists have to roll as well). Any cultists that succeed on their roll join the agents in fighting the demon, but the power of the evil minion is obviously beyond even the combined strength of the humans.

If none of the players think of it on their own, any agent that successfully rolls Knowledge (Occult) or Smarts -2 will think to use Dee's device to summon assistance. However, as the demon rampages through the cultists and the agents trying to stop it, anyone attempting to connect the candelabrum to the rest of the apparatus must figure out how the complex item works.

The screams of the dying cultists and those of the demon are a major distraction; thus the first part of completing the device is a Spirit roll with anyone failing getting a -2 modifier to all Smarts related rolls. The key to figuring out the candelabrum is realizing it literally is a key. A Repair -2 will discover the arms of the candelabrum rotate. Once making this crucial discovery, a Smarts roll quickly divines how to connect it to the device.

Once completed, an agent must successfully roll Spirit to activate the communicator. As Dee's masterpiece begins to hum, the demon ceases attacking and wails a terrifying lament as the room floods with angelic light. This light is so pure; it requires a Spirit roll to endure. Anyone that fails fall unconscious. Anyone that succeeds with their roll witnesses the angel enter the room and banish the demon effortlessly. The angel somehow simultaneously locks its gaze onto the eyes of any conscious agent. The angel's voice is achingly wholesome as the tone fills the room.

"That you remain standing proves that you are fit to walk the path of whom we all serve. Go now and do good works."

There is another flash of angelic light, and when they can see again, the team finds that the angel, along with the cultists, is gone. As the agents leave, they find all the genuine guards unconscious, leaving the way clear to exit the museum. What the agents want to do with the communicator is up to them. Technically, they should return the individual components to the various owners, but if one person could figure out what it was, others might as well, therefore placing the communicator under the protection of the Vatican's vault would probably be the wiser choice.

Any agent that remained conscious and heard the angel speak should receive an extra bennie for their next session.

NPCS

🕒 TOMAS ALEKSANDER KUCERA

Attributes: Agility d4, Smarts d10, Spirit d6, Strength d4, Vigor d6

Skills: Investigation d6, Knowledge (Science) d10, Knowledge (Occult) d10, Notice d8, Repair d6

Charisma: -; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Hindrances: Arrogant, Curious

Edges: Jack-of-All-Trades, McGyver, Scholar

Tags: Earthly, Soul

CULTISTS/GUARDS

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

Skills: Fighting d6, Intimidation d4, Notice d6

Charisma: -; **Pace:** 6; **Parry:** 5; **Toughness:** 7(2)

Hindrances: Bloodthirsty

Edges: Level Headed

Gear: SIG Pro, Flak Jacket (+2, Covers torso),

Tags: Earthly, Soul

🕒 DEMON SPIRIT

See **Demon Spirit** on page 139.

MISSION GENERATOR

Having a global organization tasked with fighting evil around the world leaves a GM with a lot of choices for missions, but having so many options to choose from can be overwhelming. The following tables provide a framework a GM can use to develop into a fully fleshed-out, ad-hoc, spur-of-the-moment gaming session.

PUTTING IT ALL TOGETHER

Once you have all your rolls, put them together in this fill in the blank sentence.

GOAL TARGET in TERRAIN of REGION opposed by MOTIVATION ADVERSARY with HENCHMEN while distracted by OBSTACLE. Contact CONTACT at SAFE HOUSE SITE with Htype ARMORY TYPE armory to begin mission.

EXAMPLE

Capture cultist in hills of East Asia opposed by power-hungry despot with mob while distracted by unwanted ally. Contact deacon at cemetery with type C armory to begin mission.

The agents are sent to East Asia to extract a local cultist that has dirt on a local crime lord in the area. Unfortunately, their local contact, a cemetery undertaker with too much time on his hands, has fumbled his way into the sights of the local crime lord and now the mob is out to kill both the cultist and the ally.

GOAL

The Goal is the type of mission that agents are sent on. Stripped of the details, any mission can be broken down into one of these categories. Roll d100 on the Goal Table.

D100	GOAL
1-6	Acquire
7-11	Assassinate
12-18	Capture
19-23	Contact
24-29	Defend
30-35	Destroy
36-42	Disaster Relief
43-48	Escort
49-54	Infiltrate
55-61	Investigate
62-66	Provide Medical Aid
67-71	Negotiate With
72-76	Plant Evidence
77-81	Reconnaissance
82-86	Recruit
87-91	Rescue
92-96	Supply
97-100	Transport

Acquire: CROSS is always on the lookout to obtain Christian artifacts, relics, weapons, or intelligence. Sending the agents on a mission to retrieve a dangerous item is a classic mission type.

Assassinate: While considered a last resort, there are times where CROSS will determine that assassination is the only way to protect the flock.

Capture: Sometimes CROSS wants to get intelligence right from the source and will send out a team of agents to capture a rogue agent, terrorist, or minion.

Contact: CROSS often sends agents on missions to rendezvous with another CROSS agent, an agent from another agency, a bureaucrat, etc. in the field to exchange items or intelligence.

Defend: When a threat arises against persons or locations important to CROSS, the organization will send agents to locate the target and defend it.

Destroy: Occasionally a target is deemed a threat to the flock and CROSS will send a team to locate and destroy it. Such targets could be an item, a bridge, a convoy, a villain's lair, or even an entire building.

Disaster Relief: CROSS isn't all about fighting evil cultists and demons. Sometimes, agents are sent with supplies to disaster-ridden places to aid the flock at their time of need.

Escort: The CROSS management chain has members with important connections all over the world. From time to time, CROSS agents are asked to escort these people safely between locations.

Infiltrate: Sometimes, CROSS agents can only learn the intelligence they require by gaining access to a secure location and searching for it.

Investigate: CROSS agents are regularly sent out to discover more information about an area, incident, or person.

Provide Medical Aid: When needed by the flock, a contact, or a fallen agent, CROSS is sent to provide medical assistance, likely, in a war zone or on a tricky mission.

Negotiate With: CROSS has good relations with many organizations and tentative connections with others. Occasionally a team will be sent to communicate with a foreign entity, to negotiate a satisfactory compromise that is favorable to both parties.

Plant Evidence: In this sort of mission a team is sent to plant evidence that will incriminate a target in some crime, usually in order to remove it as a threat.

Reconnaissance: Sometimes CROSS needs eyes directly on an area or enemy targets. In these missions, agents are sent to a location in order to investigate enemy positions and other strategic features.

Recruit: CROSS might send a team to recruit people from all walks of life to be contacts and new agents for CROSS.

Rescue: Straightforward, but rarely simple, CROSS often sends agents on missions to rescue kidnap victims, captured agents, and endangered victims.

Supply: Sometimes members of the flock, CROSS agents, or other groups need new or unique supplies delivered to their location.

Transport: CROSS agents are often sent on a mission to transport an item from one place to other.

TARGET

Whatever the Goal is there is an object or person that is affected by the Goal and is called the Target. The basic plot can be determined by having the Goal and the Target selected (e.g, "Assassinate Contact", "Destroy Vehicle", "Escort Expert").

However, sometimes the Goal can be something about the Target where "Plant Evidence Vehicle" could mean to plant evidence about a vehicle rather than planting evidence in the vehicle. The Goal could also be about something related to the Target, such as an event resulting from the Target's presence in the Terrain like "Negotiate With Vehicle" could be that the agents need to retrieve a lost vehicle and must negotiate with its keeper to locate the vehicle or "Medically Aid Angel" could be to help a victim to be aided by his guardian angel.

Roll 1d100 on the Target Table.

See **Chapter 7: Adversaries** for details on many of the Targets below.

D100	TARGET
1-5	Angel
6-10	Artifact
11-15	Augment
16-20	Contact
21-25	Corrupter
26-30	Criminal Mastermind
31-35	Cultist
36-40	Cyborg
41-45	Demon
46-50	Despot
51-55	Expert
56-60	Hostage
61-65	Houngan/Mambo
66-70	Jesuit
71-75	Rebel
76-80	Supernatural
81-85	Terrorist
86-90	Vehicle
91-95	Weapon
96-100	Witch/Warlock

Angel: Angels come to Earth to bring God's message to humanity. Sometimes that message can be full of love and sometimes full of wrath.

Artifact: CROSS is always on the hunt for powerful artifacts, especially Biblical ones. See **Chapter 6: Relics & Artifacts** for more on artifacts.

Augment: Augments are individuals 'enhanced' through medical technology. These people can hide in plain sight and have no inhuman features, but are capable of leaping, lifting, and running nearly twice what they could before they were augmented.

Contact: Embedded in their environment these people know the most about a certain person, place, organization, or item. CROSS has informants all over the world as members of the Catholic flock and often must work with them in the field.

Corrupter: Someone does not like the current world order and wants to pervert part of the existing system to his or her favor. This can be a politician making a grab for more power by changing the boundaries of his or her district, a priest that believes they have found a new way to interpret the Bible, or someone in the military that wants to seize power.

Criminal Mastermind: The Criminal Mastermind is a known or suspected criminal that runs an evil organization of numerous henchmen and minions.

Cultist: As the nations of the world struggle to maintain order, in some parts of the world chaos is already in charge and wherever there is chaos, there is always a David Koresh or Jim Jones to take advantage of the disarray to cloud the judgment of others. The followers of their charismatic leader run the gamut from uneducated pitchfork bearing drones to highly educated captains of industry with varying levels of power, reach, and threat level. Some, like the Cult Leader Magical Minster (page 137) can also manipulate magical forces.

Cyborg: Cyborgs are individuals 'enhanced' through the implantation of permanent technology in their body. These people cannot hide their inhuman features but may have a vast range of inhuman powers to outmatch their human adversaries.

Demon: Once angels that rebelled against God, these vile monsters now call Hell home, but can make their way to Earth in spirit form to haunt, torture, and possess humans.

Despot: The Despot is a tyrannical leader describing people like the nation-state level Pol Pot or Saddam Hussein to the corrupt sheriff of Goatscratch, Arkansas. Regardless of where, this individual runs their domain with absolute control.

Expert: The Expert is a unique individual with knowledge that only he possesses and CROSS needs.

Hostage: A person held by a person or group as a security for the fulfillment of an agreement.

Houngan/Mambo: These Voodoo priests practice magic to further their agenda, be it evil or good.

Jesuit: Members of the Society of Jesus, the Jesuits are a long-standing order that supports the Catholic faith. However, some members of the order that operate in the intelligence world are now at odds with CROSS and their mission.

Rebels: Rebels are militant soldiers intent on toppling the status quo. Even if not anti-Catholic, their violent methods still put the flock at risk.

Supernatural: Beings like jinn, vampire, and werewolves are considered supernatural. Several supernatural beings are tagged as supernatural in **Chapter 7: Adversaries**.

Terrorist: Terrorists are people that use violence and intimidation, especially against innocent people, to bring attention to their fanatical beliefs. CROSS faces terrorists of all types including eco-terrorists, religious fanatics, anti-government rebels, Anarchists, Nazis, and the Ku Klux Klan.

Vehicle: Vehicles of all sorts can either be secret prototypes that CROSS wants or have sensitive intelligence in them, that CROSS needs.

Weapon: Dangerous weapons come in all shapes and sizes and pose a risk to innocent life. Common dangers are nuclear, radiation dirty bombs, and firearms designed with cutting-edge technology.

Witch/Warlock: The witch or warlock has access to magic to further his or her aims.

TERRAIN

This table provides the locale for the mission. Roll d100 on the Terrain Table.

See the **Travel** section of *Savage Worlds* for travel rules when traveling over some of the terrains below. For all creatures mentioned in parentheses, see the **Bestiary** in *Savage Worlds*.

D100	TERRAIN
1-5	Canyon
6-10	Cave
11-15	City
16-20	Coastal Area
26-30	Hills
41-45	Mountains
51-55	On the Road
56-60	Outpost
61-65	Plains
71-75	River
81-85	Town
91-95	Village
96-100	Wilderness

Canyon: The mission takes place in and around a deep gorge usually with a river running through it. See the **Falling** section of *Savage Worlds* for falling damage. Encounters with black widow spiders (**Spider**, **Giant** with Agility d6, Strength d6, Fighting d6, Intimidation d8, and Bite: Str), and mountain lions (**Lion**) are possible in this locale.

Cave: Once you leave the light of the sun behind, everything takes on a different look, and an underground mission epitomizes that feeling of things that go bump in the night. This result can include old bomb shelters, natural cave complexes, or even sewers. See the **Darkness** section of *Savage Worlds* for dim and darkness penalties. Agents should watch out for rattlesnakes (**Snake**, **Venomous**) in this locale.

City: The mission takes place in one of the many urban areas of the world. It can be a big city or a small one and it could be an opulent city, a run down one, or an abandoned one.

Coastal Area: The mission takes place on the land near the sea. This type of terrain can be a pelagic coast which fronts the open ocean or a sheltered coast in a gulf or bay. See the **Drowning** section of *Savage Worlds* for drowning rules. Agents should watch out for Sharks (**Shark, Great White** or **Shark, Medium Maneater**) in this locale.

Hills: The mission takes place on gently rolling hills. Encounters with black widow spiders (**Spider, Giant** with Agility d6, Strength d6, Fighting d6, Intimidation d8, and Bite: Str) and mountain lions (**Lion**) are possible in this locale.

Mountains: The mission takes place on mountains reaching up to the sky which may include steep cliffs and difficult climbing. At great heights, agents will need to make a Vigor roll every hour to avoid a level of Fatigue. Climbing or combat in these locations may introduce the risk of falling. See the **Falling** section of *Savage Worlds* for falling damage. Agents should watch out for black bears (**Bear, Large**), Eastern cougars (**Lion**), northern copperhead, timber rattler snakes (**Snake, Venomous**), and red wolves (**Wolf**) in this locale.

On the Road: This mission takes place while the agents are in transit from one location to another. The plot can occur directly as a result of their previous mission, while on their way back to their base of operations, or as a pop-up taking place while en route to some other event. See **Chases** in *Savage Worlds*.

Outpost: This is a remote camp, far from civilization, in which some unusual activity is going on. Maybe it's freeing something from under the Antarctic ice or tapping into something unexpected while drilling on an oil platform in the North Sea.

Plains: The mission takes place on a large area of flat land with few trees. Agents should watch out for coyotes (**Wolf**) in this locale.

River: This mission takes place in a natural flowing channel of water, usually freshwater, flowing towards a lake, sea, or ocean. Encounters with alligators (**Alligator/Crocodile**) are possible in this locale.

Swamp: This mission occurs in a section of wet, spongy forested land. See the **Drowning** section of *Savage Worlds* for drowning rules. Agents should watch out for alligators (**Alligator/Crocodile**) and water moccasins (**Snake, Venomous**) in this locale.

Town: The mission takes place in one of the numerous small urban areas of the world. Towns are smaller than cities and larger than villages. Townspeople tend to have tighter bonds compared to city folk.

Village: The mission takes place in a small community situated in a rural area. Villages are smaller than towns and cities. Villagers tend to develop tight bonds and everyone knows one another.

Wilderness: Quite simply the mission occurs in the boonies, the stix, or whatever you want to call the middle of nowhere. The team is miles from assistance, and they know it.

REGION

This table provides the backdrop for the main plot of the mission. Roll a 1d100 on the Region Table.

D100	REGION
1	Antarctica
2	Arctic Ocean
3-7	Asia Pacific
8-8	Atlantic Ocean
9-16	Australia
17-24	Canada
25-29	Caribbean
30-39	Central America
40	Central Asia
41-45	Eastern Europe
46	Greenland
47	Hollow Earth
48	Indian Ocean
49	Japan
50	Lost City
51-55	Mexico
56	Middle East/North Africa
57	Pacific Ocean
58-59	Russia
60-69	South America
70	South Asia
71-75	Southeast Asia
76-85	Sub-Saharan Africa
86-90	United States
91-100	Western Europe

Antarctica: This mission takes place on Earth's southernmost continent of Antarctica, which contains the geographic South Pole and is almost completely covered by ice. The continent is divided by the Transantarctic Mountains, and also has dry valleys, ice streams, and shores on the Southern (Antarctic) Ocean as well as an underground volcano on the northern peninsula. See the **Cold** section of *Savage Worlds* for fatigue rules when dealing with the bitter cold of Antarctica. If a blizzard starts during the mission, all Vigor rolls must be made at a -1 penalty during the storm. Antarctica is home to the Catholic Ice Chapel, a church carved into a permanent ice cave and is the world's southernmost church.

Arctic Ocean: This mission transpires in or on the Arctic Ocean which is the smallest and shallowest of the world's oceans. It is

located at the geographic North Pole and is surrounded by Eurasia and North America. It is covered by sea ice most of the year. See the **Cold** section of *Savage Worlds* for fatigue rules when dealing with the bitter cold of the Arctic Ocean. If a blizzard starts during the mission, all Vigor rolls must be made at a -1 penalty during the storm. Lack of fresh water or land makes the ocean a significant risk to unprepared agents. See the **Drowning** section of *Savage Worlds* for drowning rules. Agents should watch out for Sharks (**Shark, Great White** or **Shark, Medium Maneater**) and for polar bears (**Bear, Large**) in this locale.

Asia Pacific: Taking place in the Western part of the Pacific Ocean, this mission could occur in China, Hong Kong, either of the Koreas, Japan, India, Singapore, Philippines, or New Zealand. Extending into both the Northern and Southern hemispheres, the climate varies greatly by region and season. Catholicism isn't very popular in the Asia Pacific except in the Philippines and East Timor.

Atlantic Ocean: This mission occurs in or on the Atlantic Ocean, the second largest of the world's oceans. It separates Europe and North America and was the ocean traveled to discover North America and bring Europeans to the New World. Icebergs are common in the Atlantic as well as persistent fog. It also is the home of the Bermuda Triangle, a site of mysterious shipping and flight incidents. Hurricanes are commonplace here. Lack of fresh water or land makes the ocean a significant risk to unprepared agents. See the **Drowning** section of *Savage Worlds* for drowning rules. Agents should watch out for Sharks (**Shark, Great White** or **Shark, Medium Maneater**) in this locale.

Australia: This mission takes place on the continent of Australia. Australia is in the Southern hemisphere and is surrounded by the Pacific Ocean. The climate varies throughout the continent and includes tropical, desert and temperate climates. Australia is home to seventeen types of poisonous snakes (**Snake, Venomous**) as well as numerous varieties of insects (**Swarm**) and spiders (**Spider, Giant** with Agility d6, Strength d6, Fighting d6, Intimidation d8, and Bite: Str).

Canada: This mission takes place in Canada, a country located in the northern part of North America and rests between the Atlantic, Pacific, and Arctic Oceans. Canada is mostly forest, tundra, and the Rocky Mountains with a sparse population. The country also has many dormant volcanoes. About forty percent of Canadians are Catholic.

Caribbean: This mission takes place in the Caribbean Sea. This sea is southeast of North America, east of Central America and north of South America. The Caribbean is comprised of hundreds of cays, islands, and reefs. The climate in the region is tropical to subtropical. To the north is the Puerto Rico trench which is the deepest point in all of the Atlantic Ocean. The region is primarily Catholic.

Central America: This mission takes place in the southernmost portion of North America. Central America has Mexico to the

north, Colombia to the south, the Caribbean Sea to the east, and the Pacific Ocean to the west. Central America countries include Belize, Costa Rica, El Salvador, Guatemala, Honduras, Nicaragua, and Panama. Central American climate is tropical. The region is primarily Catholic.

Central Asia: East of the Caspian Sea and West of China, missions that take place in Central Asia will be greeted with dry, blazing hot summers and cool winters. Sometimes referred to as "the stans" the region is comprised of these countries: Kazakhstan, Kyrgyzstan, Tajikistan, Turkmenistan, and Uzbekistan. Catholicism is rare in this area with Islam being the majority religion.

Eastern Europe: Missions taking place here are in the eastern part of the European continent with Russia to the east and Western Europe to the west. While there is some conflict on what countries are part of Eastern Europe, these are the most commonly named ones: Belarus, Bulgaria, Greece, Republic of Macedonia, Moldova, Montenegro, Romania, Serbia, and Ukraine. Visits here will be mild in the summer but quite cold in the winters. Eastern Europe broke off from Roman Catholicism and so the region is primarily Eastern Orthodox.

Greenland: Greenland is located east of Canada between the Arctic and Atlantic sea. Greenland is the largest island in the world, and most of it is covered by ice. See the **Cold** section of *Savage Worlds* for fatigue rules when dealing with the bitter cold of the Arctic Ocean. If a blizzard starts during the mission, all Vigor rolls must be made at a -1 penalty during the storm. Agents should watch out for polar bears (**Bear, Large**) in this locale. Catholics are rare in Greenland with the majority religion being Protestant.

Hollow Earth: A mission here requires entrance to the hidden underground world of the Hollow Earth from one of the many entrances listed below. Inside an internal sun brings light and warmth to an ancient land. Numerous thought dead or make-believe animals live in the varied climates of the Hollow Earth including mammoths, dinosaurs, unicorns, and dragons. The Nazis found the Hollow Earth on an expedition and stockpiled a now lost cache of Nazi gold, armaments, and prototype technology. Thousands of years ago, the Rephaim retreated to the Hollow Earth when humanity grew to fear their size. A form of religion based on the Old Testament is practiced by the Rephaim.

Pick one of these entrance locations that match the Terrain:

- Himalayan Mountains, Tibet (The entrance to the underground city of Shonshe, protected by Hindu monks.)
- Iguazu Falls, on the border between Brazil and Argentina
- Kentucky Mammoth Cave, in Kentucky, U.S.
- King Solomon's Mines
- Manaus, Brazil
- Mato Grosso, Brazil (The subterranean city of Posid lies beneath this plain.)
- Mongolia (The subterranean city of Shingwa is found beneath

- the border between China and Mongolia.)
- **Mount Epomeo, Italy**
- **Mount Shasta, California, U.S.** (The Agharthean city of Telos is found under this mountain.)
- **North and South Poles**
- **Pyramid of Giza, Egypt**
- **Rama, India** (Beneath this surface city is a long-lost underground city also named Rama.)
- **Well of Sheshna, Benares, India** (A staircase of forty steps leading to a sealed stone door decorated in cobras.)

Indian Ocean: Missions in the Indian Ocean have the agents arriving at the third largest of the world's oceans. It is bounded by Asia on the north, on the east by Australia, on the south by Antarctica, and on the west by Africa. This ocean is the warmest in the world. An Indian Ocean garbage patch travels in a repeating path from Africa to Australia over a six-year period. Lack of fresh water or land makes the ocean a significant risk to unprepared agents. See the **Drowning** section of *Savage Worlds* for drowning rules. Agents should watch out for Sharks (**Shark, Great White or Shark, Medium Maneater**) in this locale.

Japan: Japan is an island nation in the Pacific Ocean off the Asian coast. The climate of Japan is mostly temperate. Radiation from the Fukushima nuclear disaster is mutating marine life causing concerns that Kaijū, "strange beasts" in Japanese, could become a reality. Like most Asian countries, Japan has a very small population of Roman Catholics.

Lost City: Missions to a lost city mean that the agents somehow end up in a city that, until that point, was considered myth or legend. These cities can be abandoned or inhabited by an ancient hidden race.

Pick one of these Lost Cities that match the Terrain:

- **Agartha:** A vast kingdom located in the Hollow Earth. Its largest cities are Posid, Shonshe, Shingwa, and Rama. The land is permanently lit by a smoky sun. Agarthans are highly advanced using a biological computer system for communication and have developed inter-dimensional travel.
- **Atlantis:** As the island nation sunk, the high-tech Atlanteans developed air vehicles and relocated to the Hollow Earth. Via their UFOs, the Atlanteans continue to visit the surface world.
- **Aztlán:** This island was the original homeland of the Aztecs. The Aztecs left the lake island due to the tyrannical rule of the Azteca Chicomoztoca, the elite rules of the island and relocated in what is now modern-day Mexico.
- **City of the Caesars:** Located in a valley in the Andes Mountains between Chile and Argentina, this enchanted city only appears occasionally to Earth. It is the home to a group of Spanish that was shipwrecked there, giants, and survivors of the Inca Empire.
- **El Dorado:** A jungle city made of gold said to combine facets of Aztec, Mayan, and Incan civilizations.

- **Lost City of Z:** A walled city deep in the Mato Grosso region of the Amazon rainforest. The city is laden in silver with stone arches and tall buildings reminiscent of ancient Greece.
- **Ötüken:** Hidden in a forest-mountain overlooking the Orkhon Valley in central Mongolia is the capital city of Asena's people, the Göktürks (See **Asena & the Grey Wolves**, page 147). This land is said to only be accessible "when the trees are satisfied with humanity." From this city, all of the Turkic tribes (and their ancestors?) can be controlled.
- **Paititi:** A lost Inca city rich in gold, silver, and jewels located in the rainforests of Peru. Manger analysts have found reference to its rediscovery by the Jesuits, but no records in the Vatican show its actual location.
- **Shambhala:** Said to only be visible to people with the "appropriate amount of karma", this ancient land is in central Asia, north of Tibet and is inhabited by a mystic brotherhood whose members secretly labor for the good of humanity. The city is laid out in the form of an eight-petaled lotus blossom with a great palace at its center.
- **Telos:** A subterranean city beneath Mount Shasta, California, U.S. inhabited by the survivors of the sunken continent of Lemuria. The advanced people of Telos live in a vast complex of tunnels and wear white robes.

Mexico: Missions to Mexico send the agents to the southern portion of North America. Mexico is bordered to the north by the United States, to the east by the Gulf of Mexico, and to the south and west by the Pacific Ocean. The country has both temperate and tropical regions. The country is mostly Roman Catholic.

Middle East/North Africa: Missions in the Middle East and North Africa bring the agents to a region containing the upper part of Africa and stretching east to Central Asia. Countries such as Egypt, Iran, Iraq, Israel, Kuwait, Palestine, Saudi Arabia, Syria, United Arab Emirates, and Yemen are located in this area. The agents will be greeted by a hot, arid climate throughout most of the region. This region is home to the Sahara Desert, a barren area of land where little precipitation occurs. See the **Thirst** section of *Savage Worlds* for dehydration rules. Encounters with the rattlesnake, the inland taipan, the horned viper (**Snake, Venomous**), and the deathstalker scorpion. There are few Catholics here as the area is mostly Islamic.

Pacific Ocean: Missions in the Pacific Ocean see the agents at the largest and deepest of Earth's oceans. It extends from the Arctic Ocean on the north, to the Americas on the east, Antarctica to the south, and to Asia and Australia on the west. Dubbed the Ring of Fire, a semi-circle of volcanoes borders the Pacific Ocean. The agents will enjoy a tropical to subtropical climate on their visit. This ocean is the location of Point Nemo, about 1,500 miles from any land, this has been deemed as the best spot to crash satellites. A space graveyard rests 2 miles below the waves.

Lack of fresh water or land makes the ocean a significant risk to unprepared agents. See the **Drowning** section of *Savage Worlds* for drowning rules. Agents should watch out for Sharks (**Shark**, **Great White** or **Shark**, **Medium Maneater**) in this locale.

Russia: Missions in Russia take the team to the largest country on Earth. Russia is located north of Central Asia, east of Europe, south of the Arctic Ocean, and west of the Pacific Ocean. Russia's vast size affords it large seasonal temperature differences where a visit could be hot and humid in the summer to severely cold in the winter. The majority of religious people in Russia are Russian Orthodox.

South America: Missions on the continent of South America take the agents to a region located north and east of the Atlantic Ocean and west of the Pacific Ocean. The largest countries in the area are Brazil, Argentina, Peru, Colombia, Bolivia, and Venezuela. Missions to South America will see weather that is tropical, cold, dry, or temperate depending on location. South America contains the Amazon rainforest which is the largest in the world. See the **Heat** section of *Savage Worlds* for rules dealing with encounters in the heat. Agents should watch out for rattlesnakes (**Snake**, **Venomous**), anacondas (**Snake**, **Constrictor**), and tigers (**Lion**), in this locale. The Majority of South Americans are Roman Catholic.

South Asia: Missions in South Asia take the operatives to the southern region of the continent of Asia. The area is bordered by Central Asia to the north, Southeast Asia to the east, the Pacific Ocean to the south and the Middle East/North Africa to the west. Countries in this region are Afghanistan, Bangladesh, Bhutan, India, Maldives, Nepal, Pakistan, and Sri Lanka. Climate varies from tropical to temperate with seasonal monsoons. Majority religion is Islam.

Southeast Asia: Missions to Southeast Asia see the agents arrive in a region in Asia north of Australia, east of the Indian Ocean, south of East Asia and West of the Pacific Ocean. Larger countries in the region are Indonesia, Philippines, Vietnam, and Thailand. The climate in the area is mainly tropical. The majority religion in the area is Islam. However, the Philippines has a large Roman Catholic population.

Sub-Saharan Africa: Missions to Sub-Saharan Africa see the agents arrive in an area south of the Sahara desert on the southern part of the continent of Africa. To the north is the Middle East/North Africa, South Asia, and the Indian Ocean to the east, the Arctic Ocean to the south, and the Atlantic Ocean to the west. Nearly fifty countries make up this region including Congo, Kenya, Madagascar, Nigeria, Rwanda, South Africa, South Sudan, Uganda, and Zimbabwe. The climate ranges from mainly semi-tropical to temperate with some desert and semi-arid areas. Catholics are not rare in parts of Sub-Saharan Africa, but the majority of the population is Muslim.

United States: Missions to the continental United States bring the agents to the lower half of North America with Canada to the

north, the Atlantic Ocean to the east, Mexico to the south and the Pacific Ocean to the west. Additionally, the agents could find themselves in Hawaii in the Pacific or in Alaska, east of Canada and across the Bering Strait from Russia. Climate varies greatly by season from hot, humid summers to cold winters. Catholics are not rare in the U.S., but the majority religion is Protestant.

Western Europe: Missions taking place here are in the western part of the European continent with the Arctic Ocean to the North, Eastern Europe, and Russia to the east, the Middle East/North America to the south, and the Atlantic Ocean to the west. Within this region are Germany, France, United Kingdom, Italy, Spain, Netherlands, Belgium, Greece, Portugal, Sweden, Austria, Switzerland, Denmark, Finland, Norway, Ireland, Luxembourg, and Iceland. Agents will find the climate in this area to vary from subtropical to semi-arid. Most of the region is Catholic.

MOTIVATION

It is always easy to claim that one's foes are insane and their reasons for committing evil are not logical or understandable, but the truth is, even the most deeply deranged individual act because they believe they have a good reason to do so. Roll 1d100 on the Motivation Table.

D100	MOTIVATION
1-25	Conquering
26-45	Greedy
46-60	Jealous
61-75	Jilted
76-85	Lustful
86-95	Power-hungry
96-100	Vengeful

Conquering: The adversary wants to dominate and control something. This motivation could be a task, a person, an object, a species, or a place. Military domination of another culture is an act of conquest.

Greedy: Greed is probably the most classic motivation of all time. Coveting the material goods of another is a central element of many plots and can cover a wide range of objectives such as mineral rights, ancient lore, as well as money.

Jealous: The adversary is envious of what someone or some group has and attempts to either steal that thing away or destroy it so that no one can have it.

Jilted: A scorned adversary can turn into a violent one, attempting to humiliate, embarrass, or kill the source that abandoned or shamed them.

Lustful: A lustful adversary has some infatuation with someone in the mission, perhaps one of the agents or an NPC. Their whole

purpose in the situation is to capture the heart of the target they are lusting after.

Power-hungry: Yet another classic motivation, the villain covets power, typically this is political power.

Vengeful: One of the baser goals a human can have, but it remains one of the strongest. Whether based on a legitimate reason or not, the villain feels someone or possibly something like a corporation wronged him and they demand satisfaction. Vengeful adversaries may consider murdering whoever caused their grievance, but the destruction of the target's reputation is also a common enough goal.

ADVERSARY

There is a school of philosophy that states that the only way that good can exist is if there is evil to provide balance. Therefore, for the agents to have a place in the world, there must be individuals who provide the *raison d'être* for the team's very existence. Roll d100 (percentile dice) on the Adversary Table.

See **Chapter 7: Adversaries** for details on most of the entities below.

D100	ADVERSARY
1-5	Angel
6-10	ATLAS
11-15	Augment
16-20	Bureaucrat
21-25	Criminal Mastermind
26-30	CROSS Agent
31-35	Cult Leader
36-40	Cyborg
41-45	Demon
46-50	Despot
51-55	Government Military
56-60	Houngan/Mambo
61-65	Jesuit
66-70	Mercenary
71-75	Rebel
76-80	Rival Spy
81-85	Sanctuary of Scifology
86-90	Supernatural
91-95	Terrorist
96-100	Witch/Warlock

Angel: Angels come to Earth to bring God's message to humanity. Sometimes that message can be full of love and sometimes full of wrath.

ATLAS: Automated Tactical Law Application Service or ATLAS is a U.N. sanctioned organization of A.I. operatives that deal with terrorism and other unlawful events throughout the world.

Augment: Augments are individuals 'enhanced' through medical technology. These people can hide in plain sight and have no inhuman features, but are capable of leaping, lifting, and running nearly twice what they could before they were augmented.

Bureaucrat: Bureaucrats are individuals that work for the government. They become an adversary when they require procedures that make an agent's mission difficult or they have improper motivations and use their bureaucratic influence to accomplish their immoral or unlawful goals.

Criminal Mastermind: The Criminal Mastermind is a known or suspected criminal that runs an evil organization of numerous henchmen and minions.

Cultist: As the nations of the world struggle to maintain order, in some parts of the world chaos is already in charge and wherever there is chaos, there is always a David Koresh or Jim Jones to take advantage of the disarray to cloud the judgment of others. The followers of their charismatic leader run the gamut from uneducated pitchfork bearing drones to highly educated captains of industry with varying levels of power, reach, and threat level. Some, like the **Cult Leader Magical Minster** (page 137) can also manipulate magical forces.

Cyborg: Cyborgs are individuals 'enhanced' through the implantation of permanent technology in their body. These people cannot hide their inhuman features but may have a vast range of inhuman powers to outmatch their human adversaries.

Demon: Once angels that rebelled against God, these vile monsters now call Hell home, but can make their way to Earth in spirit form to haunt, torture, and possess humans.

Despot: The Despot is a tyrannical leader describing people like the nation-state level Pol Pot or Saddam Hussein to the corrupt sheriff of Goatscratch, Arkansas. Regardless of where, this individual runs their domain with absolute control.

Houngan/Mambo: These Voodoo priests practice magic to further their agenda, be it evil or good.

Jesuit: Members of the Society of Jesus, the Jesuits are a long-standing order that supports the Catholic faith. However, some members of the order that operate in the intelligence world are now at odds with CROSS and their mission.

Mercenary: Mercenaries are militant soldiers that hire their services out to others. Generally, they do not believe in the specific cause but are aligned with their employer for the pay.

Rebels: Rebels are militant soldiers intent on toppling the status quo. Even if not anti-Catholic, their violent methods still put the flock at risk.

Rival Spy: There are hundreds of spy organizations around the

world. There will be times when another agency has overlapping interests with agents on a CROSS mission. It is possible that this will put the agents at odds or allow them to join forces once both sides understand the situation at hand.

Supernatural: Supernatural are beings tagged as supernatural in **Chapter 7: Adversaries** and, in general, are anything not human.

Terrorist: Terrorists are people that use violence and intimidation, especially against innocent people, to bring attention to their fanatical beliefs. CROSS faces terrorists of all types including eco-terrorists, religious fanatics, anti-government rebels, Anarchists, Nazis, and the Ku Klux Klan.

Witch/Warlock: The witch or warlock has access to magic to further his or her aims.

HENCHMEN

A villain hasn't really earned the title until they have wingmen, a posse, or mooks. These foot soldiers go out and do the dirty work or provide skills the villain doesn't have. Roll d100 on the Henchmen Table to select henchmen for the adversary. The GM can roll multiple times to build the organization to fit the nature of the villain they have in mind.

D100	HENCHMEN
1-25	Assassin
26-45	Cultists
46-60	Double Agent
61-75	Femme Fatale
76-85	Mob
86-95	Supernatural
96-100	Thugs

Assassin: This is a plain and simple hired killer. Whether they use brute force in the form of a crowbar or a sophisticated method to poison their victim, the assassin prevents troublesome sorts from interfering with the boss's plans.

Cultists: Based on the nature of the villain (Maniacal or Magical, page 137), he or she has a ready-made pool of followers to do his or her bidding. Whether by charisma or mind control via magic or science, this band will obey the villain almost without question.

Double Agent: In the spy world you can't trust anyone. Someone in CROSS works for the adversary.

Femme Fatale: A classic trope of many genres, the alluring or innocent waif-like woman that fools the, usually male, agents into lowering their guard. This minion can also perform the part of the double-crosser at a critical moment, and typically does so with abandon, thus heightening the feeling of betrayal for the

agents. It is also possible for a male to take on this role, in which case they would be an Homme Fatale.

Mob: Frequently used by Criminal Masterminds, Despots, and Rebels, the mob is a group of angry ruffians the adversary can incite to violence as needed. Although not the most efficient or subtle of henchmen, pitchforks and torches are still effective at times.

Supernatural: Through the use of magic or science, the adversary has control of an unnatural creature of some sort that will do the controller's bidding. Sometimes the beast is the centerpiece of a classic death trap, or it can be capable of autonomous action, either way, these magical henchmen require extra consideration.

Thugs: These mooks are your stereotypical no-necked hired goons. These henchmen excel at intimidation and other forms of "applied" motivation techniques.

OBSTACLES

A story where everything goes as planned would not be much of a mission. Roll d100 on the Obstacle Table to see just how interesting things get.

D100	OBSTACLE
1-2	Accused
3-4	Adversary Has Reinforcements
5-6	Adversary Not Acting With Free Will
7-8	Adversary's Cause Is Sympathetic
9-10	Ally In Trouble
11-12	Ambush
13-14	An Unexpected Weapon
15-16	Angry Catholics
17-18	Bad Intelligence
19-20	Bad Weather
21-22	Bureaucratic Snag
23-24	Blown Cover
25-26	Competition
27-28	Conflicting Orders
29-30	Cooperate With Adversary
31-32	Cover Required
33-34	Discovery
35-36	Double Cross
37-38	Escalation
39-40	False Flag Operation
41-42	Family Member
43-44	Love Interest
45-46	Mission Canceled Before Complete
47-48	Mistaken Identity

1000	OBSTACLE
49-50	Mole
51-52	New Mission Arises
53-54	New Obstacle Arrives
55-56	No Collateral Damage Allowed
57-58	NPC Becomes Greedy
59-60	NPC Cowardice
61-62	NPC Killed
63-64	NPC Plots Revenge
65-66	Official Opposition
67-68	Old Adversary Appears
69-70	Red Herring
71-72	Reporter
73-74	Rival
75-76	Sabotage
77-78	Secrecy
79-80	Shocking Revelation
81-82	Sickness
83-84	Social Opposition
85-86	Supernatural
87-88	Ticking Clock
89-90	Trap
91-92	Traps
93-94	Unexpected Ally
95-96	Unwanted Ally
97-98	War Zone
99-100	Wrong MacGuffin

Accused: During a mission, someone in a position of authority accuses the agents of something serious. This Obstacle could be the actual mission with the hook just taking the part of a red herring. The accusation is serious and can range from a murder charge if an NPC saw the agents standing over a body, to espionage while in another country.

Adversary Has Reinforcements: The Adversary brings in reinforcements at the worst time for the agents.

Adversary Not Acting With Free Will: Sometime during the mission, the agents discover that the adversary is not acting of his own free will. Either he is under hypnosis or mind control drugs, or he is being blackmailed into working against the team.

Adversary's Cause Is Sympathetic: The agents discover that the reasons behind the adversary's actions can be sympathized with. However, his actions are too dangerous or violent to be acceptable.

Ally in Trouble: During their assignment, and perhaps because of the agent's own actions, a friend is in a jam. Depending on the operation, the agents may have to make a brutally difficult decision on which objective is more important, their mission or their friend.

Ambush: During their mission, a person or organization that wants to harm their agents, or other rival organization ambushes the agents.

An Unexpected Weapon: During the mission, the Adversary, the Target, or some other NPC reveals a new weapon made with cutting-edge technology, an old weapon of great power, or a powerful relic or artifact.

Angry Catholics: During their assignment, the agents have angered the people, who have become an angry mob looking to argue with or attack the team.

Bad Intelligence: Part of the intelligence in the assignment briefing or a piece of intelligence the agents receive during the mission is incorrect. It could be wrong by mistake or on purpose, but it will cause confusion during the mission, likely, at the worst time.

Bad Weather: Missions that have to go into remote areas of the world can easily go astray through the advent of a snowstorm or hurricane. This entry also includes earthquakes, tsunamis, or volcano eruptions.

Bureaucratic Snag: Red tape from the Manger, a local government, or a foreign government somehow related to the mission creates an obstacle that makes the mission more difficult. This could be in the form of confiscation of arms or vehicles, or even imprisonment of the agents, their target, or other NPCs. It could also be as simple as having an important piece of information become inaccessible due to annoying business hours.

Blown Cover: During the mission, someone discovers that a cover being used is fake or that the agents work for CROSS.

Competition: Another agency has overlapping interests with agents on a CROSS mission.

Conflicting Orders: Between the Cardinal, the Holy Mother and Father, and the archdeacons there are a lot of managers giving orders to the rank and file of CROSS. This time, the agents receive orders from two sources, and cannot easily contact them to get a priority or clarification and must attempt to satisfy both or disobey one of their superiors.

Cooperate With Adversary: Circumstances force the agents to work with an adversary for a common cause. Maybe during a fight in the adversary's lair, a reactor goes supercritical, and the adversaries have to team up to prevent a meltdown. How can the agents know for certain if this isn't a trap? They don't!

Cover Required: The agents' assignment requires a cover. The team will have to work with the Manger analysts to get clean covers prior to the mission or if the requirement comes at the last minute, they will have to come up with them themselves.

Discovery: During the mission, an agent or an NPC discover a surprising secret about themselves. Maybe they learn that the family that raised them are not their biological parents or that they were the product of a eugenics program.

Double Cross: Someone whom the agents trust betrays the team and leaves them in deadly peril. The betrayal can also be of a less dangerous nature, such as resulting in the escape of the adversary.

Escalation: Stopping a small-time bad guy results in a more powerful one achieving an even bigger goal that will have global effects. Also known as out of the frying pan and into the fire.

False Flag Operation: The agents discover that they aren't working for who they thought they were. A senior agent from another city contacts the team to run an internal affairs investigation on her branch because she believes there is a mole in her organization, but when the agents start their investigation, they learn the agent that contacted them died in a plane crash two days before she called them or an old friend asks them to track down a mutual friend but then uses that information to blackmail or kill that person.

Family Member: Right in the middle of the agents' latest operation, a family member of one of the agents enters the situation. That person could be stumbling into the scene and doesn't know their loved one is an agent, they could be working for the adversary, or they could be employed by any of organization or agency in the plot.

Love Interest: Similar to Family Member, a love interest of one of the agents enters the mission. This could be someone that doesn't know the agent's true feelings or be a fiancé or spouse. Regardless, the agent needs to tread lightly to avoid putting the Love Interest in danger and keep his mission cover and his CROSS affiliation a secret.

Mission Canceled Before Completion: CROSS cancels the mission before it is completed. Unfortunately, there are loose ends left unresolved like discovered relics or artifacts, enemies on the loose, or captured, missing, or kidnapped NPCs.

Mistaken Identity: The agents discover that they had mistaken the identity of an NPC or the NPCs discover that they were mistaken on who they thought the agents were.

Mole: The spy world is one where you can not trust anyone. Someone in CROSS works for the adversary. In this case, the mole is sending intelligence back to his agency. Since the mission isn't one of combat, moles could be anyone in the CROSS hierarchy.

New Mission Arises: In this case, the agents' are already on a mission, and are contacted to begin a new mission before the previous one is complete.

No Collateral Damage Allowed: In this mission, there's something extremely valuable to CROSS or others in the mission area that cannot be damaged. Regardless, the agents need to find non-violent ways to complete their mission.

NPC Cowardice: At the worst time on a mission, an NPC shows great cowardice. He may not want to go through with his part of the mission or freeze in fear when he sees the Adversary. The agents will have to figure out how to get him to do his part or do it themselves.

NPC Killed: An NPC is killed during the mission, and the team has now lost his contacts, his skills, or a good friend.

NPC Plots Revenge: The agents know that the NPC they're working with was wronged by the Adversary, but they didn't know he would take the situation into his own hands and become violent.

Official Opposition: During this mission, local government or other agencies will officially denounce the mission. This Obstacle will likely cause the mission to be harder for the agents when they lose local government cover, access, police assistance, vehicle access, or other equipment. It's also possible that someone senior to the agents is actively sabotaging their investigation for political reasons. This Obstacle could include a low priority for DNA results, finding their tires slashed on their rental car, or being told to close the case when there are still unexplored leads.

Old Adversary Appears: An old adversary turns up during the climax of the mission and causes trouble. Likely someone from a past mission or an agent's past.

Red Herring: The Adversary leaves a clue for the agents to discover, that is intentionally misleading or distracting.

Reporter: A dogged reporter is snooping around the mission. She may smell a story about the adversary, individual agents, or CROSS itself.

Rival: The agents have a rival who wants the same thing they do, or wants to make sure that they don't get it. The rival may just be trying to embarrass the agents in a sort of workplace competition, or he could be secretly working for the adversary.

Sabotage: The agents discover that the safe house armory was torched, their van was stolen, or their equipment is malfunctioning because of deliberate tampering.

Second Obstacle: Sometimes bad days just get worse. In this mission, a second obstacle arrives just as the previous one is solved.

Secrecy: Sometimes due to cultural sensitivities or to avoid a diplomatic incident, the agents get a mission where they have to keep everything under wraps. They can't make a lot of noise or otherwise draw attention to the team. Given the clandestine nature of the mission, they are on their own once the mission starts.

Shocking Revelation: Something truly shocking is revealed about one of the agents, even more so than in the Discovery result. Something like, the kindly priest that was a mentor for one of the agents is revealed to actually be the demon the team has been hunting. A kind of "I am your father!" level of surprise.

Sickness: When nations collapse, so too does the health care system, if it ever existed in the first place. Traveling in remote areas can also lead to exposure to bad water and insects that carry pathogens the agents might not have vaccinations against. Radiation exposure is also a possible concern on some missions. Keeping up an investigation while debilitated by dengue fever certainly is a complication.

Social Opposition: This mission has the agents at odds with local views. This Obstacle could be that Catholics are unwanted in the area or that some aspect of the agents' mission is unpopular. Wanting to free a pedophile for a mission would take some explaining.

Supernatural: Evidence of the existence of supernatural beings has been discovered and may be leaked to the press or on the Internet.

Ticking Clock: At some point, the agents trigger a time limit. A bomb counting down; how long before a dam bursts; when the last plane out of Dodge leaves; whoever controls the object they must recover will move it at midnight; whatever the reason, tempus fugit!

Trap: The whole thing was a trap! Were they double-crossed, or was the villain expecting them, or both? A big trap like this often involves a lesser trap, like fighting giant scorpions in a locked arena or escaping a flooding bank vault.

Traps: Whether or not the entire mission was a setup or something went wrong along the way, the team stumbles into an ambush, death trap, or an avalanche. Depending on the nature of the trap, the agents' only goal may be to survive now.

Unexpected Ally: Just as things look the bleakest, the professor's daughter turns out to be a CIA agent and a crack shot, or the tribal elder the team respected earlier sends in a dozen warriors to assist, the only thing missing is the bugle sounding charge.

Unwanted Ally: A bumbling ally arrives during a delicate moment of the mission to offer his "help."

War Zone: The team ends up in a war zone during the mission and must protect themselves from becoming collateral damage while completing their mission.

Wrong MacGuffin: The agents discover at the last moment that the object they have been hunting for is not the right one and they must regroup and get the correct one. Maybe they followed the decoy van or the box with the artifact was, in fact, empty.

SAFE HOUSE

Most missions provide local access to a safe house in the mission's region. Choose an appropriate safe house from the table on pages 42-48, or roll on the following tables to generate the safe house and its contents.

SAFE HOUSE CONTACT

Each safe house has a caretaker who is also the contact for missions that are in the safe house's region. Roll d100 on the Contact table to see what kind of contact will help the agents on their mission.

d100	CONTACT
1-4	Abbess
5-8	Archbishop
9-12	Architect
13-16	Bishop
17-20	Cardinal
21-24	Construction Worker
25-28	Counselor
29-32	Custodian
33-36	Deacon
37-40	Diocesan Priest
41-44	Electrician
45-48	Family Minister
49-52	Fireman
53-56	Friar
57-60	Maintenance Man
61-64	Monk
65-68	Music Minister
69-73	Mystic
74-77	Nun
78-81	Parish Priest
82-84	Plumber
85-88	Police Officer
89-92	Religious Sister
93-96	Teacher
97-100	Youth Minister

SAFE HOUSE SITE

CROSS safe houses are located in a variety of places. The safe house is created by someone that works or lives near the location, giving them access to the site, which is usually already Catholic-affiliated. Generally, the safe house is a secret and very few people outside of CROSS know of its existence. Roll 1d100 on the Site Table.

D100	SITE
1-5	Abbey
6-10	Basilica
11-15	Bookshop
16-20	Cathedral
21-25	Cemetery
26-30	Chapel
31-35	Church
36-40	Credit Union
41-45	Crypt
46-50	High School
51-55	Hospital
56-60	Library
61-65	Monastery
66-70	Mausoleum
71-75	Necropolis
76-80	Ossuary
81-85	Radio Station
86-90	Television Station
91-95	Theatre
96-100	University

Abbey: One or more buildings occupied by a community of monks or nuns.

Basilica: A basilica is a church building designated by the Pope as special due to an architectural, historical, or spiritual significance.

Bookshop: A store where Catholic books are sold.

Cathedral: The main or central church of a diocese which contains the seat of the bishop.

Cemetery: An area of ground allocated for burying the dead. In this case, for deceased Catholics.

Chapel: A small building used for Catholic worship that is usually attached to a nonreligious institution like a college, funeral home, hospital, palace, prison, or on a civilian or military ship.

Church: A standalone building used for Catholic worship.

Credit Union: A Catholic member-owned financial association of people unified to meet certain financial goals.

Crypt: An underground room beneath a church used as a burial place.

High School: School for children approximately 14 to 18 years old. Catholic schools can be both single-sex and mixed sex.

These schools are part of an Archdiocese. While less common today, some of the teachers might be nuns.

Hospital: One of thousands of Catholic-affiliated health care institutions throughout the world treating patients with skilled medical and nursing professionals.

Library: A building containing collections of books and periodicals. These libraries can be stand-alone or part of another institution like a hospital, university, or church.

Monastery: A building or complex of buildings occupied by a community of monks living in seclusion under religious vows.

Mausoleum: A building that encloses a burial chamber either wholly above ground or within a burial vault below ground.

Necropolis: A large cemetery belonging to an ancient city.

Ossuary: A room where bones of dead people are placed.

Radio Station: One of hundreds of Catholic radio stations throughout the world providing local, national and international Catholic programming for their listeners.

Television Station: One of hundreds of Catholic television stations throughout the world providing local, national, and international Catholic programming for their viewers.

Theatre: Faith-based productions are the center of this theatre's features where actors entertain an audience through a combination of dance, music, speech, and song.

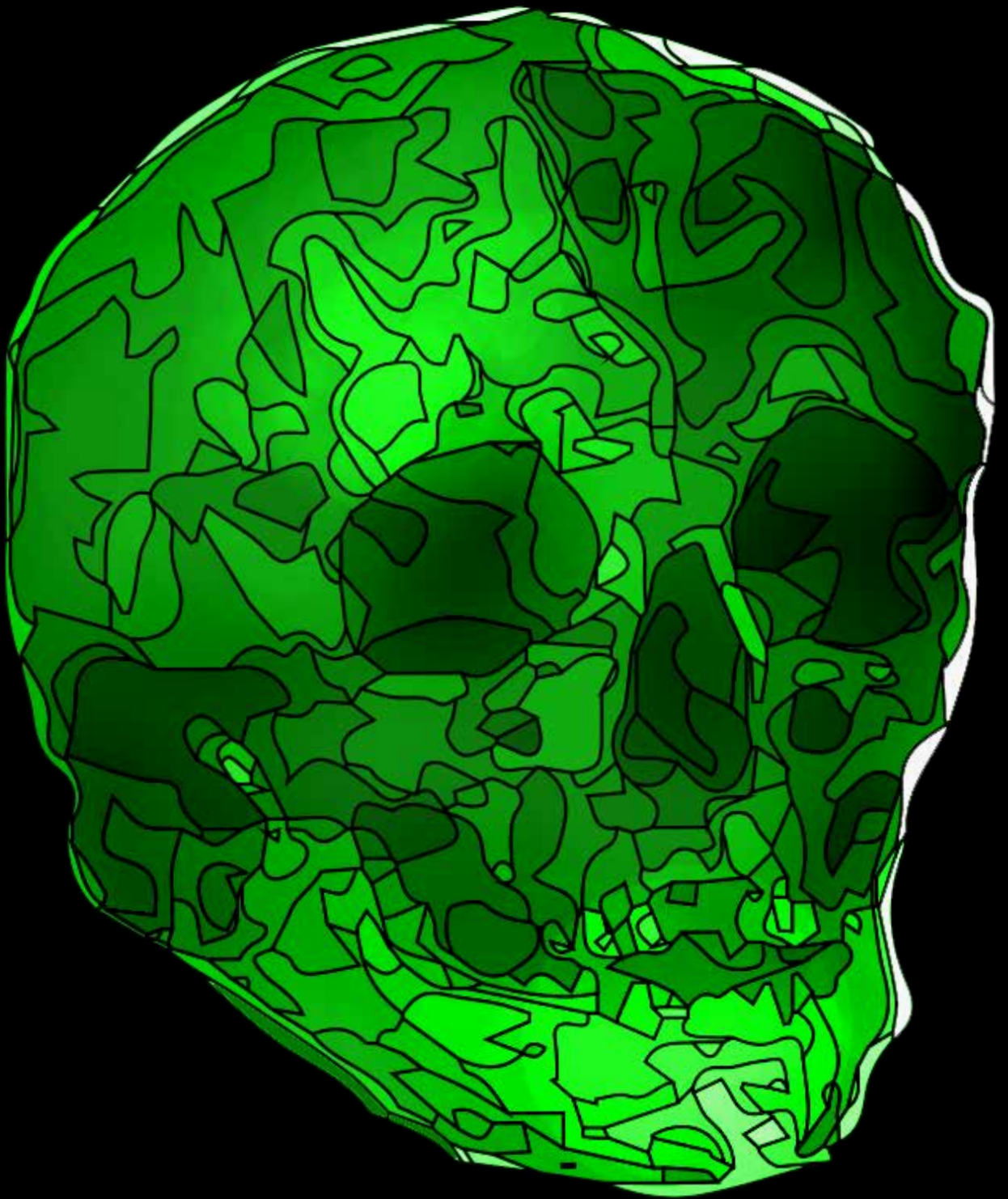
University: A university run by a Catholic institution or the Church itself serving the educational needs of post-high school students.

ARMORY TYPE

Each safe house has an armory of varying size. Roll d100 on the Armory Type Table to see how large this mission's armory is. See page 42 for the specifics of what is in each armory type.

D100	TYPE
1-25	A
26-50	B
51-75	C
76-100	D

Chapter Six



Artifacts & Relics

ARTIFACTS VS. RELICS

There are thousands of Catholic relics and artifacts locked away in the Vatican, in museums, and in private collections. The Catholic Church must approve each relic's authenticity and to aid in their investigation they have divided them up into defined types or "classes."

FIRST-CLASS RELIC

A First-Class Relic is directly pertaining to the life of Jesus, including his Crucifixion, or physical remains of a saint. In *Secret Agents of CROSS*, the bone of a saint could have many different powers. Here are some samples:

- If placed in the hilt of a sword or other weapon, it adds +1 to hit and allows the weapon to damage supernatural creatures.
- An object containing a bone of a saint adds +2 to the bearer's rolls to perform Healing or Faith.

If ground and added to a cup of water or wine, drinking this one-time use application would automatically stop bleeding and heal any creature not aligned with Hell and not considered dead (rolled 1 or less on a Vigor roll after being deemed Incapacitated). In addition to the automatic benefits above, drinking this also adds a +4 to the next Healing roll used on the imbiber.

If a relic has an ability that is activated with a Trait roll, the user always rolls a d12 (plus a Wild Die, if they're a Wild Card).

SECOND-CLASS RELICS

A Second-Class Relic is typically something worn or owned by a saint. The more important an item was to the saint during their life, the more powerful the relic.

An example would be the robe of a saint, even if only a fragment of the whole garment. Such an object would usually have healing powers, adding +1 to Healing or Faith rolls to anyone possessing such an item.

THIRD-CLASS RELICS

A Third-Class Relic is anything that has come into contact with a First or Second-Class Relic.

As they are further from the source of divinity, these objects are subsequently much weaker than the previous items and require the possessor's Faith roll to activate. If the user succeeds with their Faith roll, they will receive a +1 to Healing rolls which lasts as long as they possess the relic. Unlike other relics, these items do not provide any other special abilities other than the Healing bonus.

ARTIFACTS

Artifacts are items that have some significance to Christianity and Catholic history but do not fit the definition of any of the classes of relics. The biggest category of artifacts would be items from the Old Testament. An example of this sort of item would be the Ark of the Covenant or the Staff of Moses. While there is

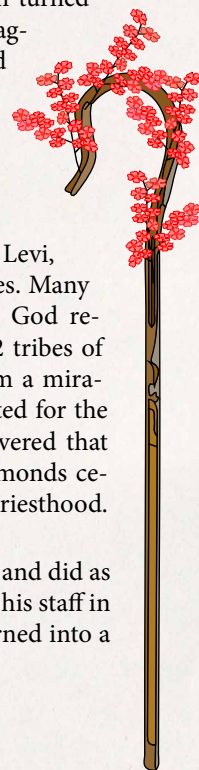
no doubt Moses was a holy man, he isn't pertaining to the Life of Jesus or venerated as a saint because he lived before the time of Christianity. It's possible any of these items could be classified as Third-Class Relics if they came into contact with a First or Second-Class Relic at any time during their long existence. If so, this could allow the artifact the Third-Class bonus.

Publicly, the Catholic Church doesn't classify artifacts, but privately, those artifacts touched directly by God and containing some of His power are considered "Prime-Class Artifacts."

If an artifact has an ability that is activated with a Trait roll, the user always rolls a d12 (plus a Wild Die, if they're a Wild Card).

AARON'S ROD

In the time of the pharaohs, Moses was sent by God to demand the release of the Israelites from slavery. Moses felt that he was not eloquent enough to convince the pharaoh and so God appointed Aaron, Moses's older brother, to be his prophet and speak to the pharaoh for him. Aaron carried a rod with him, and when the pharaoh required a miracle to prove that there was a God more powerful than his gods, Aaron turned his staff into a massive serpent, likely a dragon, and it swallowed up the serpents created by the pharaoh's magi. The pharaoh was stubborn, and Aaron called forth several plagues with his rod before the pharaoh allowed the Israelites to go.



Later, Moses proclaimed that his tribe, Levi, would act as the priesthood for the Israelites. Many Israelites were unhappy with this, and so God responded by demanding that each of the 12 tribes of Israel provide a rod, and he would perform a miracle to show them all which tribe God wanted for the priesthood. Soon after, the Israelites discovered that Aaron's rod produced blooms and bore almonds cementing Moses's and Aaron's tribe for the priesthood.

Quote: "Moses and Aaron went to Pharaoh and did as the LORD had ordered. Aaron threw down his staff in front of Pharaoh and his officials, and it turned into a serpent." (Exodus 25:10, NJB)

Classification: Prime-Class Artifact

Alternate Names: Aaron's Staff

Possible Location: Inside the Ark of the Covenant

Abilities: It allows the user to summon five large swarms of frogs or lice, or a dragon, per the power Beast Friend (See *Savage Worlds* for creature statistics); Turn water to blood, Large Burst Template; Produce almonds - sweet ones give +5 to Spirit for the next hour, and bitter ones are poisonous. For details on poison, see *Savage Worlds*.

ARK OF THE COVENANT

The Ark of the Covenant is a chest described in the Book of Exodus of the Old Testament as the container for the stone tablets on which the Ten Commandments were inscribed. Beyond the Biblical significance of its contents, the Ark is thought to be a powerful item itself, having the ability to burn its enemies to death.

There are some researchers that believe the Ark houses a massive radioactive power source that was created for the Ark to guard the stone tablets or that the tablets themselves are actually the power source. Along with the tablets, it is said to contain Aaron's Rod and a jar of Manna. This chest is a treasure trove of powerful artifacts and could easily be the center of an entire CROSS campaign.



Quote: "Make me a sanctuary so that I can reside among them. You will make it all according to the design for the Dwelling, and the design for its furnishings which I shall now show you. You must make me an ark of acacia wood, two and a half cubits long, one and a half cubits wide, and one and a half cubits high. You will overlay it, inside and out, with pure gold, and make a gold molding all round it." (Exodus 25:8-11, NJB)

Classification: Prime-Class Artifact

Alternate Names: Ark of the Testimony

Possible Locations: Temple Mound, Mount Nebo; Chapel of the Ark, Axum (also known as Aksum), Ethiopia

Abilities: Opening the Ark will generate a shrill whisper that winds up followed by a massive electrical explosion after three rounds (Blast, Large Burst Template, Damage 5d8, AP 2).

BLOOD OF CHRIST

Probably the most powerful of all relics are droplets of Christ's blood. Imbued with divinity beyond the comprehension of humans, the primary function of a relic containing the Blood of Christ is Healing.

Quote: "Some say that when he [Longinus] smote our Lord with the spear in the side, the precious blood avaled by the shaft of the spear upon his hands, and of adventure [movement] with his hands he touched his eyes, and anon [tomorrow] he that had been tofore [previously been] blind saw anon clearly..." (Jacobus de Voragine, *The Golden Legend: Or, Lives of the Saints*)

Classification: First-Class Relic

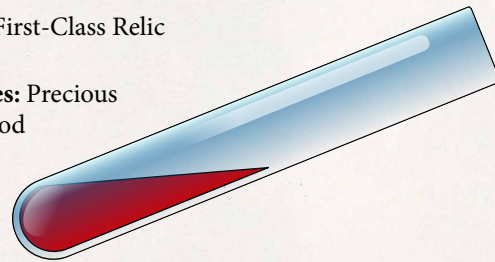
Alternate Names: Precious Blood, Holy Blood

Possible

Locations:

Basilica of the

Holy Blood, Bruges, Belgium; Weingarten Abbey, Germany; Abbey of the Holy Trinity, Fécamp, France; St. James's Church, Rothenburg ob der Tauber, Germany; Basilica di Sant'Andrea di Mantova, Mantua, Italy; The Sudarium of Oviedo; The Relic of the Holy Blood, Westminster, England

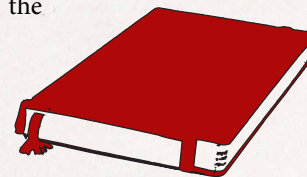


Abilities: A single drop of Christ's blood can fully heal anyone or anything not infernal or currently in allegiance with Hell, even if dead. An additional power of the Blood of Christ is to aid the faithful attempting to perform a miracle. If poured onto any article of faith such as a rosary or Bible prior to casting a miracle, the blood adds +8 to the roll, which, in most cases, will not only be an automatic success but an automatic Raise as well.

THE BLOOD QUR'AN

The "Blood Qur'an" is a hand-written copy of the Islamic holy book, the Qur'an, written with the blood of Saddam Hussein, the former president of Iraq. Hussein commissioned the book in 1997 on his 60th birthday to give thanks to God for helping him live through many

"conspiracies and dangers." It is currently the focus of debate about what to do with it, as its manner of production is regarded as blasphemous, but its destruction is also seen as blasphemous. A sect still loyal to Hussein believes it is the key to resurrecting their dead leader.



Quote: "In fact, a skilled artist copied the 605 pages of the holy book using Saddam Hussein's blood. The former Iraqi president donated three pints over two years and this, mixed with chemicals, was used for every verse." (Blair, David, *The Telegraph*)

Classification: Artifact

Alternate Names: None

Possible Location: Mother of All Battles mosque behind three locked vault doors

Abilities: Reading from the Blood Qur'an grants the reader two die steps to his Smarts (or +1 for each step above d12) and the Edge Danger Sense for the next week. The reader also receives the Major Hindrance Delusional for the same period, which causes the victim to experience paranoia and nightmares mak-

ing the person believe even his most trusted friends and family are out to get him.

BUDDHIST IRON MAN

The Buddhist Iron Man is a small statue of the Buddhist deity Vaiśravaṇa. Unverified reports say the statue was brought to Germany from Tibet by a Nazi-backed expedition and later confirmed to be carved from a meteorite. More interesting is the fact on Vaiśravaṇa's chest is a Swastika. While the symbol was tied to Buddhism long before the rise of the Third Reich, it may have been that symbol that drew the Nazis to seek out the statue and bring it to the Fatherland. While there is much to dispute in the origins and history of the statue, carving an image of Vaiśravaṇa out of meteoric iron adorned with a swastika either purposefully or accidentally forged a link with something of great power, but one that needs the help of others to do its bidding. Psychics that have interacted with the statue believe that it wishes to be possessed by someone and protected.



Quote: "I was absolutely sure it was a meteorite when I saw it first, even at 10 metres," said Dr. Elmar Buchner. (McGrath, Matt, *BBC News*)

Classification: Artifact

Alternate Names: Iron Man Buddha

Possible Location: Hamburg, Germany

Abilities: Telepathy (Treat effects the same as the Mind Reading power); Puppet (All Targets in Small Burst Template); Psychic Scream (Confusion, All Targets in Small Burst Template)

CROWN OF THORNS

This simple circlet of brambles is the crown soldiers of Pontius Pilate forced onto Jesus's head as part of his humiliation prior to crucifixion. The thorns were fashioned into a crown to mock his status as "King of the Jews." As with any of the objects directly in contact with Jesus during his final hours, the crown is an item of great power.

Quote: "The soldiers twisted some thorns into a crown and put it on his [Jesus's] head and dressed him in a purple robe. They kept coming up to him and saying, 'Hail, king of the Jews!' and slapping him in the face." (John 19:2-3, NJB)

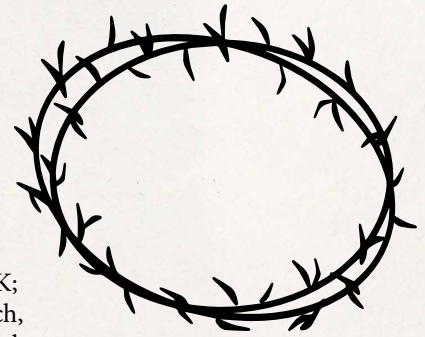
Classification: First-Class Relic

Alternate Names: None

Possible Locations:

Complete Crown:
Notre Dame de
Paris, France

Thorn: Holy Thorn
Reliquary, British
Museum, London, UK;
Saint Michael's Church,
Ghent, Belgium; Stonyhurst
College, Clitheroe, England



Abilities: Whenever someone puts on the crown, all within the radius of a Large Burst Template that are in the presence of the crown for the first time must make a Fear check at -2 (-4 if not Christian) as a blinding flash of radiance bursts in every direction. Regardless of the roll, everyone gets a searing vision of the Crucifixion and realizes they are in the presence of a holy item of major significance.

If donned by anyone with violent intent a blast of Divine force lashes outward from the crown in all directions, striking all living targets in a Medium Burst Template and automatically causes them to be Shaken unless they have Faith and make a successful roll. For the next five rounds, the wearer can direct concentrated blasts of Christ's power (Blast, Small Burst Template, Damage 3d6, RoF 1, AP 2, selected targets).

THE EAR OF MALCHUS

Malchus was one of the Sanhedrin guards that were sent to arrest Jesus prior to his Crucifixion. Saint Peter intervened and brandished his sword against Malchus. As Christ called for peace between Peter and Malchus, Peter lopped the ear off of Malchus's head.

It is rumored that the ear will never decay and cannot be destroyed because it absorbed Christ's power at that moment.

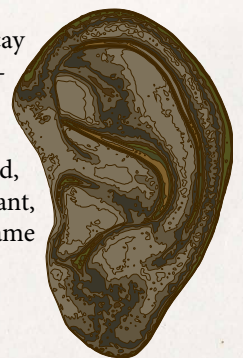
Quote: "Simon Peter, who had a sword, drew it and struck the high priest's servant, cutting off his right ear. The servant's name was Malchus." (John 18:10, NJB)

Classification: Second-Class Relic

Alternate Names: None

Possible Locations: Unknown

Abilities: The ear radiates Christ's calm in the form of a radius around the holder of the ear (Puppet, Small Burst Template)



FIVE SMOOTH STONES AGAINST GOLIATH

When Goliath, champion of the Philistines, challenged the Israelites to single combat, David accepted. David gathered five smooth stones from a nearby brook and faced Goliath with his staff and sling. He shot one stone at Goliath hitting him in the center of his forehead, killing him instantly.

David was clear that it was God's power and not his skill that killed Goliath and the touch of His power still rests in David's stones.

Classification: Prime-Class Artifact

Quote: "He[David] took his stick in his hand, selected five smooth stones from the river bed and put them in his shepherd's bag, in his pouch; then, sling in hand, he walked towards the Philistine." (First Samuel 17:40, NJB)



Alternate Names: Stones of David

Possible Location: Beit Shemesh, Israel (near the ancient site of the Elah Fortress Khirbet Qeiyafa)

Abilities:

Faith Stone: Possession of this stone will increase Faith by one die step.

Obedience Stone: If the possessor of this stone has Code of Honor, Death Wish, Heroic, Loyal, or Vow the intensity of this Hindrance is increased.

Service Stone: Possession of this stone makes the holder likely to obey the wishes of another. Normally, Persuasion shouldn't be used against player characters, but in this case, when a PC is holding this stone, he will suffer a penalty of two die steps to their Spirit when trying to resist the Persuasion of another.

Prayer Stone: Possession of this stone while praying will grant the holder an extra bennie per day.

Holy Ghost Stone: Possession of this stone will grant +3 to Toughness.

HEAD OF SAINT JOHN THE BAPTIST

Herod, the tetrarch (sub-king) of Galilee divorced his wife and, instead, took Herodias, the wife of his brother. John the Baptist condemned his actions, and ultimately Herod beheaded him. After that, there are numerous stories of where the head finally came to rest. The most outlandish is that John's head became known as the Baphomet and secretly directed the Knights Templar.

Quote: "The girl at once rushed back to the king and made her request, 'I want you to give me John the Baptist's head, immediately, on a dish.'" (Mark 6:25, NJB)

Classification: First-Class Relic

Alternate Names: Baphomet

Possible Locations: Umayyad Mosque in Damascus; Church of San Silvestro in Capite, Rome; Possibly Turkey or Southern France.

Abilities: Power to Hypnotize and Persuade (Puppet, All targets in Medium Burst Template)



HOLY GRAIL

The Holy Grail is said to be the cup that Jesus Christ drank from during the Last Supper, and that Joseph of Arimathea used to collect Jesus's blood at his crucifixion. The cup became such an important item from Christ's life that the Knights Templar recovered it from Jerusalem and kept it safe until their demise.

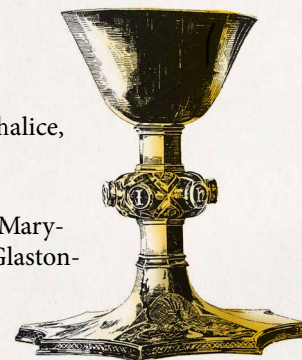
Quote: "This vessel, in which you put my blood when you collected it from my body, will be called 'chalice'." (Robert (de Boron), *Joseph of Arimathea*)

Classification: First-Class Relic

Alternate Names: Graal, Holy Chalice, Cup of Christ, Sangrail

Possible Locations: Accokeek, Maryland, United States; León, Spain; Glastonbury, England; Oak Island, Nova Scotia; Rosslyn Chapel, Roslin, Scotland; Glastonbury Tor, Glastonbury, England; The Dome of the Rock, Jerusalem; Cattedrale di San Lorenzo, Genoa, Italy; Catedral de Santa Maria de Valencia, Spain; Santa Maria de Montserrat, Catalonia, Spain; The U. S. Bullion Repository, Fort Knox, Kentucky, United States

Abilities: Drinking water from the Holy Grail (with or without assistance) will cure all wounds and remove any other sustained combat effects.



HORN OF JOSHUA

According to the Book of Joshua, the Battle of Jericho was the first battle of the Israelites in their conquest of Canaan. Joshua's Israelite army paraded around the city with the Ark of the Covenant in full display and blowing their rams' horns. The protective walls of Jericho fell, allowing the Israelite army to take over the city.

Quote: "The people raised the war cry, the trumpets sounded. When the people heard the sound of the trumpet, they raised a mighty war cry, and the wall collapsed then and there. At once the people stormed the city, each man going straightforward, and they captured the city." (Joshua 6:20, NJB)

Classification: Prime-Class Artifact

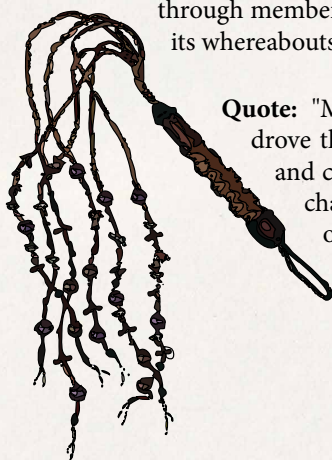
Alternate Names: Joshua's Trumpets

Possible Locations: Unknown

Abilities: Sonic Blast (Range Cone; Damage 2d10; RoF 1; Heavy Weapon)

JESUS'S SCOURGE

Jesus traveled to Jerusalem for Passover and discovered merchants and money changers in the temple. Creating a whip of cords, a scourge, he expelled the merchants from the temple. Charles V, Holy Roman Emperor, tracked down Jesus's scourge to flog himself (to remind himself of Christ's suffering on the cross) with the actual artifact. It was passed down through members of the House of Habsburg until its whereabouts was lost.



Quote: "Making a whip out of cord, he drove them all out of the Temple, sheep and cattle as well, scattered the money changers' coins, knocked their tables over and said to the dove sellers, 'Take all this out of here and stop using my Father's house as a market.'" (John 2:15-16, NJB)

Classification: First-Class Relic

Alternate Names: Whip of Cords

Possible Location: Likely amongst possessions from the House of Habsburg long stored away in Vienna, Austria.

Abilities: Str+d6; +2 damage vs. those with allegiance with Hell or being influenced by infernals; +4 damage vs. supernatural entities.

JUDAS COINS

After betraying Jesus and realizing the gravity of what he had done, Judas returned his 30 pieces of silver to the chief priest who hired him to identify Jesus and then hanged himself. The priest decided the money was unfit for the temple and used the coins to buy a plot of land to bury foreigners; the original Blood Money purchased this Field of Blood.



Quote: "When he found that Jesus had been condemned, then Judas, his betrayer, was filled with remorse and took the thirty silver pieces back to the chief priests and elders saying, 'I have sinned. I have betrayed innocent blood.'" (Matthew 27:3-4, NJB)

Classification: First-Class Relic or Artifact (GM's Discretion)

Alternate Names: Thirty pieces of silver, Judas-pennies

Possible Locations: Hunt Museum, Limerick, Ireland; Stephen Creswell, Dudley, England; Church of the Annunciation, Florence, Italy; Archbasilica of St. John Lateran, Rome, Italy; Basilica of the Holy Cross in Jerusalem (Santa Croce) in Rome, Italy; Notre Dame de Paris, France; Order of the Visitation of Holy Mary, Annecy, France; Basilica of Saint-Denis, Saint-Denis, France; Santa Maria de Montserrat, Catalonia, Spain; Basilica of the Holy Cross, Florence, Italy

Abilities: If a single individual has possession of all 30 coins, they have the power to raise the dead as zombies and put them under one's exclusive control. (For details on zombies, see *Savage Worlds*). The ritual to summon the dead must take place at night but can occur any place where the dead rest in hallowed ground. The spell takes 10 rounds to cast and requires a successful Arcane Magic roll. The zombies burst from their graves based on the caster's Spirit and, as on the chart below (e.g., A d8 Spirit would raise 1d6 zombies for 2d4 Rounds). With a Raise, increase the spell's length as if the caster's Spirit was one die step higher.

USER'S SPIRIT	NUMBER OF ZOMBIES	LENGTH IN ROUNDS
d4	1d4	1d4
d6	1d6	1d6
d8	1d6	2d4
d10	2d4	d4+4

USER'S SPIRIT	NUMBER OF ZOMBIES	LENGTH IN ROUNDS
d12	2d6	d6+4
d12+	2d6	d6+6

LEVIATHAN'S SCALE SHIELD

The Leviathan is a sea monster referenced in the Old Testament. Saint Thomas Aquinas wrote that it was a Prince of Hell and the figurehead for the Deadly Sin of Envy. Whether sea creature or demon, it is massive and was sighted off the coast of San Diego, California as recently as 1955. A single scale from its body can be fashioned into a large shield which is impervious to fire and is classified as one of the hardest substances on Earth.

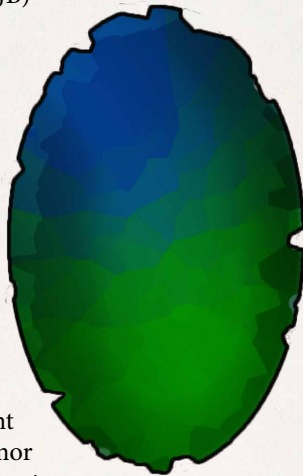
Quote: "And may that night be sterile, devoid of any cries of joy! Let it be cursed by those who curse certain days and are ready to rouse Leviathan." (Job 3:7-8, NJB)

Classification: Artifact

Alternate Names: None

Possible Location: CROSS Armory, deep water 500 miles southwest of San Diego, California (location of Operation Wigwam, a U.S. nuclear bomb test)

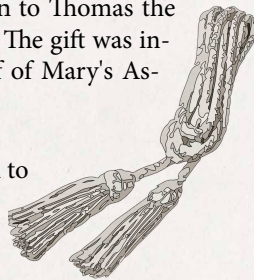
Abilities: The shield will grant the wielder +2 Parry, +5 Armor to ranged shots that hit; Immunity to fire.



MARY'S HOLY BELT

At the end of the Virgin Mary's earthly life, she dropped her hand-woven, camel-hair belt down to Thomas the Apostle as she was taken into Heaven. The gift was intended to give Thomas physical proof of Mary's Assumption into Heaven.

Quote: "And anon the soul came again to the body of Mary, and issued gloriously out of the tomb, and thus was received in the heavenly chamber, and a great company of angels with her. And Saint Thomas was not there, and when he came, he would not believe this. And anon the girdle with which her body was girt came to him from the air, which he received, and thereby he understood that she was assumpt into Heaven." (Jacobus (de Voragine), *The Golden Legend: Or, Lives of the Saints*)



Classification: Second-Class Relic

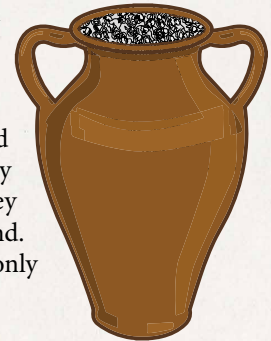
Alternate Names: Cincture of the Theotokos, Girdle of Thomas, Virgin's Girdle, Sacra Cintola

Possible Locations: Prato Cathedral, Tuscany, Italy; Homs, Syria; Holy Great Monastery of Vatopedi, Mount Athos, Greece

Abilities: +1 die step to Vigor for all wearers; +1 to Toughness if the wearer is male and +2 if they are female (+5 if they are pregnant).

MANNA

Manna is said to be a supernatural substance from Heaven and was created during the twilight of the sixth day of Creation. According to Exodus, this white honey-flavored food would fall from the sky and was consumed by the Israelites for forty years until they settled permanently in their new land. Legend says that people consuming only manna will produce no waste.



An alternate version of manna is collected annually from the tomb of Saint Nicholas. The clear liquid gradually seeps out of the tomb, and legend states that the pleasant smelling fluid wards off evil.

Quote: "The House of Israel named it 'manna.' It was like co-riander seed; it was white, and its taste was like that of wafers made with honey. Moses then said, 'These are Yahweh's orders: Fill a homer with it and preserve it for your descendants, so that they can see the bread on which I fed you in the desert when I brought you out of Egypt.'" (Exodus 16:31-32, NJB)

Classification: Artifact

Alternate Names: Myrrh, Holy Ooze

Possible Locations: Inside Ark of the Covenant; Basilica of Saint Nicholas, Bari, Italy

Abilities: Hunger satiation for one day; Alternate: +5 Armor vs. attacks by supernatural for one day.

NAILS OF THE CROSS

One of the three nails used to crucify Jesus. One in each hand, and one through both feet.

Quote: "The mother of the emperor [Constantine], on learning the accomplishment of her desire, gave orders that a portion of the nails should be inserted in the royal helmet, in order that the head of her son might be preserved from the darts of his enemies." (Theodoret, *GA Select Library of Nicene and Post-Nicene*)

Fathers of the Christian Church)

Classification: First-Class Relic

Alternate Names: Nails of the Cross, Jesus's Nails



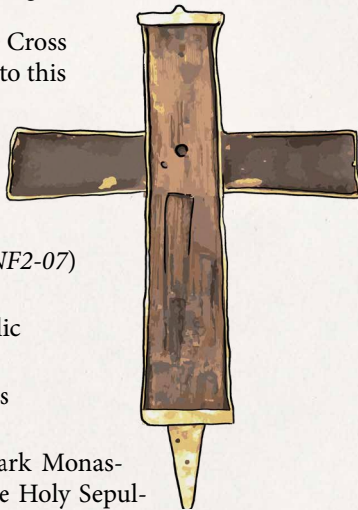
Possible Locations: Basilica of the Holy Cross in Jerusalem (Santa Croce) in Rome, Italy; Hofburg Palace, Vienna, Austria; Cathedral of Monza, Monza, Italy; Cathedral of Trier, Trier, Rhineland-Palatinate, Germany; Bamberg Cathedral, Bamberg, Germany; Milan Cathedral, Milan, Italy; Carpentras Cathedral, Carpentras, France; Colle di Val d'Elsa Cathedral, Tuscany, Italy

Abilities: If used as an improvisational weapon or inserted into the hilt of any hand-to-hand weapon, the wielder gains a +2 bonus to attack and damage rolls and can affect supernatural creatures. Also, if used against a summoned being, this relic will immediately cast the miracle Banish using the wielder's Faith skill or Spirit Attribute.

PIECES OF THE TRUE CROSS

A wooden fragment of the original cross used to crucify Jesus has long held special meaning to the faithful and is the origin of the expression to knock on wood for luck or blessings. The entire cross would be an artifact of such power that mere mortals could not control it. However, over the millennia since the Crucifixion, first the Apostles, then other believers broke up and scattered the cross into small fragments.

Quote: "The holy wood of the Cross bears witness, seen among us to this day, and from this place now almost filling the whole world, by means of those who in faith take portions from it." (Cyril of Jerusalem, Gregory Nazianzen, *NPNF2-07*)



Classification: First-Class Relic

Alternate Names: Jesus's cross

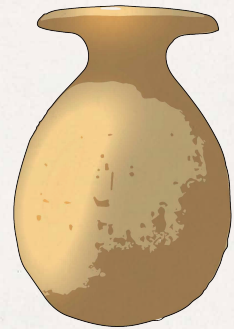
Possible Locations: Saint Mark Monastery, Jerusalem; Church of the Holy Sepulchre, Jerusalem; In the hands of Turkish Archaeologist, Professor Gülgün Köroğlu, Turkey; Xeropotamou Monastery, Mount Athos, Greece; Notre Dame de Paris, France; Rütli Abbey, Canton of Zürich, Switzerland; Visoki Dečani, Dečani, Kosovo

Abilities: First, any object holding a fragment provides the bearer with 2 points of Armor against any attack and 4 points against

an attack from an infernal. Second, the object will also grant the user +2 to any miracle roll. Third, the Divine radiance of the fragment provides all allies of the bearer with +2 to any Spirit roll to avoid fear or to recover from being Shaken. Finally, the wielder will gain a +2 bonus to any Spirit rolls related to morale, leadership, or resolve.

QERES

As described previously, when angels visit Earth they manifest a human-like body and demons will possess humans when they are not incorporeal. While in either of these physical forms, the angel or demon can be affected by the sweet perfume known as qeres. The Egyptians created qeres as a part of their mummification process to provide the dead with sweet and pleasing breath in the afterlife. The reasoning is lost, but this perfume is a lethal poison to an angel (fallen or otherwise), and if poured over, say, the blade of a knife, it would likely kill an angel or demon. It is non-lethal to humans even if they are the vessel demonic possession, but it will sicken anyone with angelic DNA (See Races, page 50-53). Qeres is an extremely rare substance because its recipe has been lost, but small amounts still exist.



Quote: "Yes, qeres can kill an angel. And no afterlife awaits them either. This isn't some role-playing B.S. or T.V. show, this is legit." (Mr. VooDoo. www.theparanormal.me)

Classification: Artifact

Alternate Names: Ancient myrrh

Possible Location: Nazi records list seven vials of qeres on the Nazi gold train lost in Poland.

Abilities: Lethal poison vs. angels and demon spirits; Venomous Poison for those with angelic blood.

RELICS OF SAINT ANTHONY

Saint Anthony of Padua was a Portuguese Catholic Priest known for his powerful preaching and his devotion to the sick. He is often associated with miracles surrounding the recovery of lost things, even lost spirits. After Anthony's death, he was exhumed decades later to be buried in a proper basilica. Although most of his body had decomposed normally, his vocal chords were described as still being wet and healthy. CROSS has left warnings to protect these relics in the Basilica of Saint Anthony as they believe they have significant power.

Quote: "The revered remains, buried for a long time, were exhumed. St. Anthony's tongue was then found to be as fresh, as red and as beautiful as if the saint had just died, although he

had been buried for more than twenty-seven years." (Gamboso, Virgilio, *Fioretti of Saint Anthony*)

Classification: First-Class Relic

Alternate Names: None

Possible Location: Basilica of Saint Anthony of Padua

Abilities:

Vocal chords/Larynx: The possessor of this item can hypnotize and persuade an audience (Puppet, All targets in Medium Burst Template)

Jaw: The possessor of this item can resist poison and cure disease (Healing, Greater Healing)

Tongue: This item can reveal the path to a lost item (Reveal/Conceal Arcana, once per day)



SAINT BENEDICT'S MEDAL

Saint Benedict medals are very common in the modern Catholic world, and any priest can bless them. However, truly powerful versions of the Saint Benedict medal were created before 1880 and were blessed by a member of the Order of Saint Benedict.

Quote: "In the name of God the Father and almighty, who made Heaven and Earth, the seas and all that is in them, I exorcise these medals against the power and attacks of the one. May all who use these medals devoutly be blessed with health of soul and body." (OSB. The Medal of Saint Benedict, www.osb.org)

Alternate Names: None

Possible Locations: There are tens of thousands of these throughout the world, but only the one in the Secret Archives of the Vatican, Vatican City is known to be true.



Abilities: +2 Toughness when suffering damage from supernatural sources including arcane powers and the weapons, claws, and teeth of such creatures; Increase Notice one die type when eavesdropping; Immunity to poison and disease.

SEAL OF SOLOMON

The legend of the Seal of Solomon centers around a ring engraved by God and given directly to King Solomon. The ring was made of brass and iron, and the seal on its front was written with commands that could control jinn and likely demon spirits and angels.

Quote: "O my sister, by the might of the graving upon the seal-ring of Solomon, prophet of Allah, I [Queen Shu'a'ah, Regent of the Fourth Seas] am queen over all the Jann, and none dare so much as cast on thee a glance of the eye." (*The Arabian Night*)



Classification: Prime-Class Artifact

Alternate Names: Ring of Solomon, Saladin's Ring

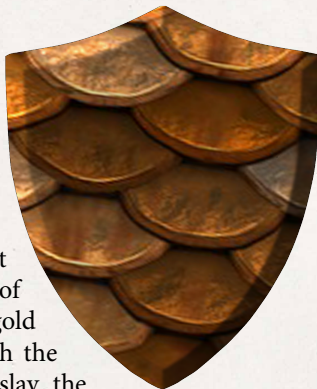
Possible Location: In the possession of the Order of the Seal of Solomon in Ethiopia.

Abilities: Spirit Control (Puppet, Medium Blast Template, vs. demon spirits and jinn)

SAINT GEORGE'S DRAGON SCALE SHIELD

The legend of Saint George and the Dragon took place in a town called Silene in Libya. This town was located near a large pond where a massive plague-bearing dragon lived. Human sacrifices were paid to the dragon so he would not spew death on the townspeople, and one day the king's daughter was chosen in the

lottery to be the next sacrifice. The king offered all of his gold and silver and half of his kingdom if, somehow, his daughter could be saved, and the news of the offer spread to Saint George. Just as the princess was left to the dragon, George arrived. The dragon rose out of the lake and pulled itself onto the shore, eyeing its prey. George charged the beast on his steed hitting the dragon with his lance giving it a grievous wound. Quickly, George tied up the dragon with the princess's girdle and they brought the dragon into the center of town. George didn't want the gold or silver, so he bargained with the townspeople that he would slay the dragon and free them of their burden if all the inhabitants agreed to become Christians and be baptized. The town agreed, and Saint George killed the dragon with his sword. That afternoon thousands of people were baptized in the now peaceful lake, and a church was built on the spot where the dragon was slain. The blacksmith created seven shields from the scales of the slain beast, and one was accepted by Saint George when he left Silene. One of these shields is rumored to be part of the cache of sacred relics that Joseph of Arimathea took to what is now England where they pass out of recorded history.



Quote: "On the silver crowns and the gold coins of Victoria and Edward VII, St. George is about to slay the wounded dragon with a sword, a broken lance lying on the ground." (Gordon, Elizabeth O., *Saint George: Champion of Christendom and Patron Saint of England*)

Alternate Names: None

Possible Location: Secret Archives of the Vatican, Vatican City; Tower of London Archives, London, UK

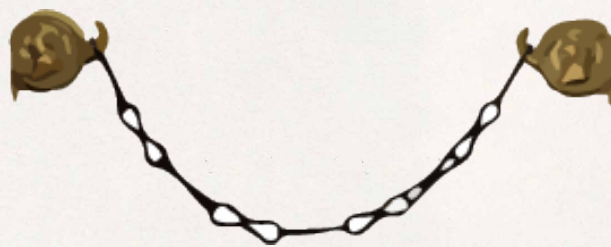
Abilities: +1 Parry; +3 to Armor vs. ranged shots that hit; Immunity to acid, fire, and poison

SAINT PAUL'S CHAINS

Of all the saints, Paul was one of the most important and influential members of the early church. He traveled the world converting people to Christianity and was eventually arrested in Rome and placed in chains. Unwilling to abandon his preaching he was beheaded by order of Emperor Nero.

Quote: "So it was with Paul. They saw him wounded yet capturing his tormentors themselves with his speech, and it built up their trust in him." (Jacobus (de Voragine), *The Golden Legend: Or, Lives of the Saints*)

Classification: Second-Class Relic



Alternate Names: None

Possible Location: Basilica of Saint Paul Outside the Walls, Rome, Italy

Abilities: These chains are essentially unbreakable. In opposed rolls, these chains resist with D12+10.

SAINT THOMAS'S FINGER

Saint Thomas was one of Jesus's Apostles and is best known for his skepticism about Jesus's resurrection, which is how he became known as "Doubting Thomas." Confronting Thomas, Jesus showed him the spear wound he received while on the cross and Thomas touched it with his finger. He immediately believed, shouting "My Lord and My God!" It is said that the violence and sacrifice of the wound forever marked Thomas's finger and after his death, it became a powerful relic.



Quote: "So the other disciples said to him, 'We have seen the Lord,' but he answered, 'Unless I can see the holes that the nails made in his hands and can put my finger into the holes they made, and unless I can put my hand into his side, I refuse to believe.'...Jesus came in and stood among them. 'Peace be with you,' he said. Then he spoke to Thomas, 'Put your finger here; look, here are my hands. Give me your hand; put it into my side. Do not be unbelieving any more but believe.' Thomas replied, 'My Lord and my God!'" (John 20:25-28, NJB)

Classification: First-Class Relic

Alternate Names: None

Possible Location: Basilica of the Holy Cross in Jerusalem (Santa Croce) in Rome, Italy

Abilities: Praying with this relic will grant the holder +2 to Fear checks for 24 hours.

SWORD OF EHUD

In the Book of Judges, Ehud was sent by God to end the aggression against the Israelites from the Kingdom of Moab. Under the guise of delivering the annual tribute to King Eglon in Moab, Ehud was able to get close to the king and slew him with a sword forged by his own hand. Legend says that God may have guided Ehud's hand when crafting the weapon because with this unique

double-edged short sword Ehud was able to eviscerate the king. The blade went so deeply into the king's body, that Ehud could not remove it. After the killing, Ehud escaped and went back to the Israelites, rallied them, and returned to Moab where his army killed over 10,000 Moab soldiers and brought peace to the land for 80 years.



Quote: "Ehud went up to him; he was sitting in his private room upstairs, where it was cool. Ehud said to him, 'I have a message from God for you, O king.' The latter immediately rose from his seat. Then Ehud, reaching with his left hand, drew the dagger he was carrying on his right thigh and thrust it into the king's belly.

The hilt too went in after the blade, and the fat closed over the blade since Ehud did not pull the dagger out of his belly again." (Judges 3:20-22, NJB)

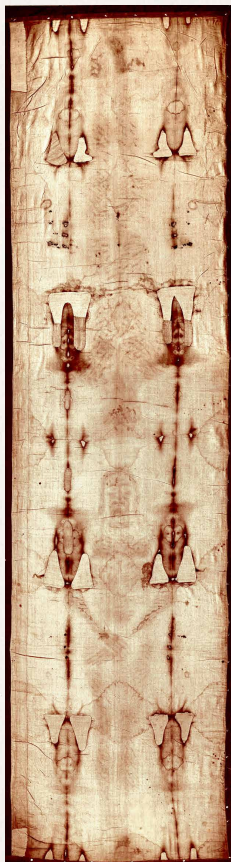
Classification: Artifact

Alternate Names: None

Possible Location: King Eglon's descendants in Ajloun, Jordan

Abilities: Str+d6, AP 4

SHROUD OF TURIN



The simple linen burial garment worn by Jesus to his resurrection. It is said that when the Shroud was put over Christ, it came into contact with Jesus's blood and created a full body image of Christ covering his genitals. Throughout history, the Shroud has been said to heal all that has been in contact with it.

Quote: "They took the body of Jesus and bound it in linen cloths with the spices, following the Jewish burial custom." (John 19:40, NJB)

Classification: First-Class Relic

Alternate Names: Turin Shroud

Possible Location: Cathedral of Saint John the Baptist in Turin, northern Italy

Abilities: Wearing the shroud will grant the holder immunity to damage from any source whether man-made or supernatural. A single strand from the Shroud can fully heal or resurrect anyone or anything not infernal or in allegiance with Hell.

SPEAR OF LONGINUS

According to the Gospel of John, as Jesus hung on the cross, a Roman soldier named Longinus used his lance to pierce the side of Christ to verify that he was dead. In later centuries, this once conventional weapon gained the title of Spear of Destiny. Legend states that anyone possessing the spear and understanding its powers holds the fate of the world in his or her hands for good or evil. Such revelations, however, are the object of the quest of a lifetime.

Quote: "One of the soldiers pierced his side with a lance; and immediately there came out blood and water." (John 19:34, NJB)

Classification: First-Class Relic

Alternate Names: Spear of Destiny, Holy Lance

Possible Locations: Weltliches Schatzkammer Museum, Vienna, Austria; Saint Peter's Basilica, Vatican City; Echmiadzin Monastery, Vagharshapat, Armenia

Abilities(s): The Spear emanates a continuous aura of dread (Fear) in a large burst template centered on the bearer of the spear and causes all opposing the wielder to make a Fear check at -2; Striking with the weapon grants the user +2 to hit and damage rolls against any target; The spear is a powerful source of inspiration to the followers of the wielder in the form of a continuous +2 to recover from Shaken results and to Spirit checks for Morale.



STAFF OF MOSES

The Staff of Moses was one of a pair of staves, the other attributed to Moses's brother Aaron. Moses's staff was made by God to turn into a snake to convince Moses to confront the pharaoh. As Moses led the Israelites out of Egypt, he used the staff to produce water from stone and to part the Red Sea.

Quote: "Then Moses stretched out his hand over the sea, and Yahweh drove the sea back with a strong easterly wind all night and made the sea into dry land. The waters were di-



vided, and the Israelites went on dry ground right through the sea, with walls of water to right and left of them." (Exodus 14:21-22, NJB)

Classification: Prime-Class Artifact

Alternate Names: Rod of Moses, Rod of God, Staff of God

Possible Location: It was last recorded to be at the Temple Mount, Jerusalem

Abilities(s): The staff can transform into a snake and be commanded (Beast Friend). Use stats for constrictor snake, see *Savage Worlds*). The staff can also produce 100 gallons of water from a stone. The staff can also part water in the radius of a Medium Blast Template and can be moved to effectively "Burrow" through a lake or river. The staff must "rest" between uses for a minimum of 24 hours between uses.

SWORD OF SAINTS PETER & GEORGE

Originally owned by Peter the Apostle and used during the betrayal of Jesus at Gethsemane where Peter struck off the ear of Malchus, a servant of the high priest. After Peter's death, Joseph of Arimathea took the sword with him, along with several other of the most sacred relics in Christendom to what is now England, where most passed out of recorded history. According to British folklore, Joseph of Arimathea kept the sword at Glastonbury Abbey for many years until the Abbot gave it to Saint George as a gift to protect him on his travels.

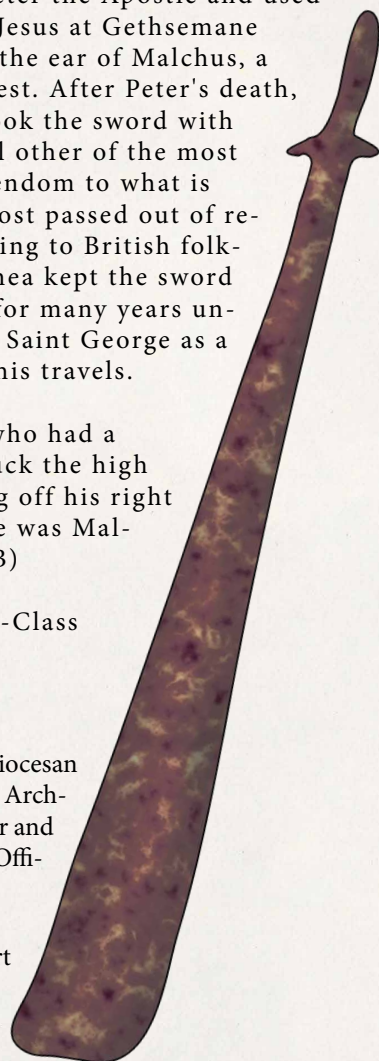
Quote: "Simon Peter, who had a sword, drew it and struck the high priest's servant, cutting off his right ear. The servant's name was Malchus." (John 18:10, NJB)

Classification: Second-Class Relic

Alternate Names: Ascalon

Possible Locations: Archdiocesan Museum, Kraków, Poland; Arch-cathedral Basilica of St. Peter and St. Paul, Poznań, Poland (Officially said to be a copy)

Abilities(s): This Short Sword does the standard Str+d6 damage and can damage any supernatural creature it hits. However, it



has special powers against dragon-kind. First, it treats any dragon's Toughness as half of its given value. Second, if the wielder spends a benny before an attack roll, and he or she hits, the sword does triple damage (Str+3d6). Finally, against dragons, any Raises roll d10 instead of d6 for the bonus damage die.

VEIL OF VERONICA

Christian tradition recounts that Saint Veronica from Jerusalem encountered Jesus along the way to his Crucifixion. When she paused to wipe the blood and sweat off his face with her veil, his image was imprinted on the cloth.

Classification: First-Class Relic

Alternate Names: The Veronica, Holy Face

Possible Locations: Saint Peter's Basilica, Rome, Italy; Monastery of the Holy Face, Alicante, Spain

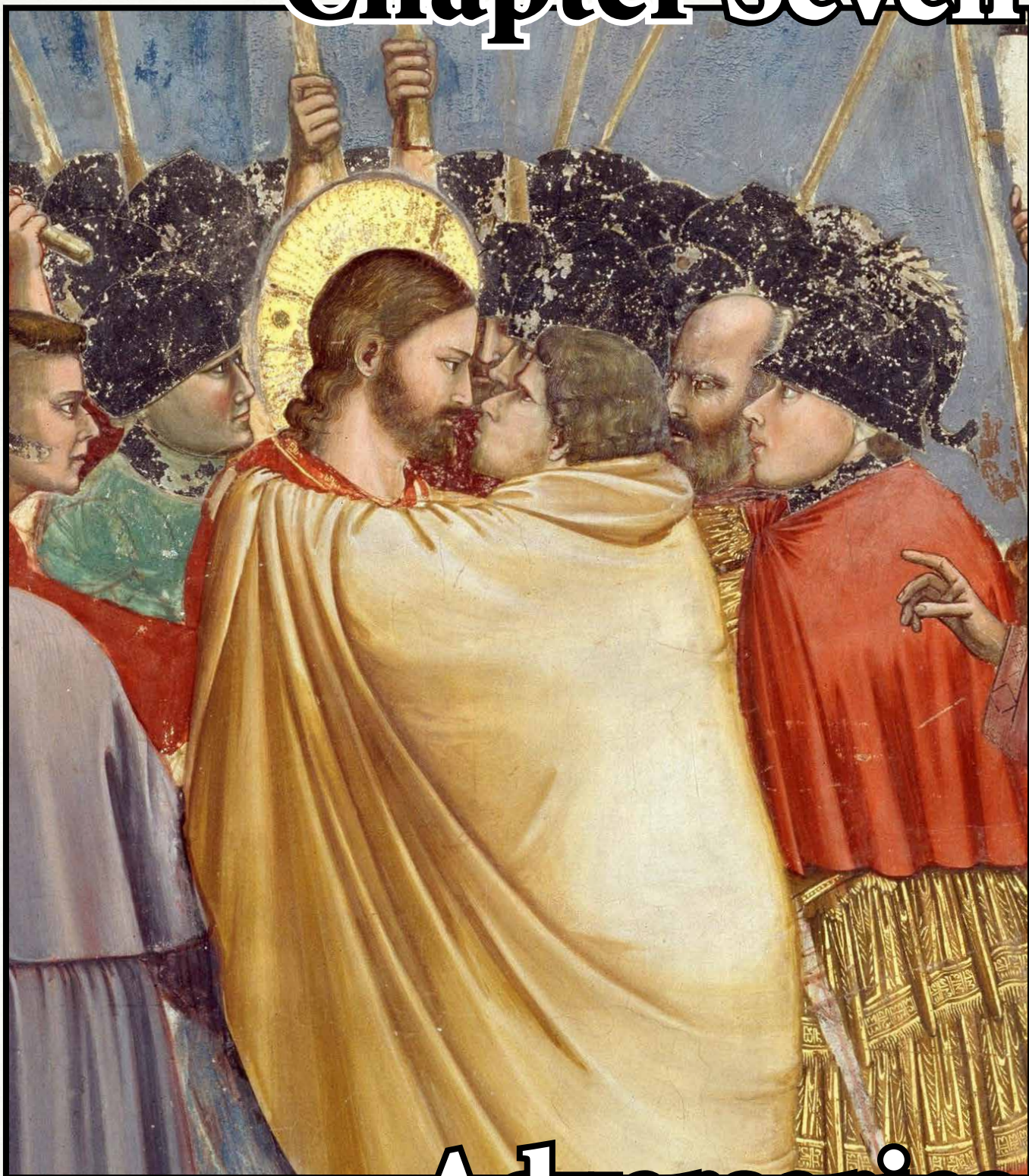


Quote: "Then went Volusian with Veronica to Rome and said to the Emperor: Jesus of Nazareth, whom thou hast long desired, Pilate, and the Jews by envy and with wrong, have put to death, and have hanged him on the cross. And a matron, a widow, is come with me which bringeth the image of Jesus, the which if thou with good heart and devoutly wilt behold, and have therein contemplation, thou shalt anon be whole. And when the Emperor had heard this, he did anon make ready the way with cloths of silk and made the image of Jesus to be brought before him. And anon as he had seen it and worshiped it he was all guerished and whole." (Jacobus (de Voragine), *The Golden Legend: Or, Lives of the Saints*)

Abilities: Contact with the veil will cure all wounds and remove any other sustained combat effects once every 24 hours.

CONFIDENTIAL

Chapter Seven



Adversaries

Since Adam and Eve ate the forbidden fruit in the Garden of Eden, humans have been capable of immoral and malevolent deeds and the endless battle between good and evil. CROSS agents face many adversaries, some mundane and some supernatural. Some, like angels, can be friends one time and enemies the next.

Archdeacons!

Reproduced below is a photocopy of my personal dossier on our enemies. Share this intel with your subordinates when only prudent.

-Cosimo

Each entry in this dossier contains information collected during CROSS missions as well as through third-party intelligence. CROSS analysts have attempted to create a standard format to describe an adversary's skills, abilities, and common gear. Everything in this dossier has been approved by an archdeacon for inclusion in the dossiers. Note that the incidents included in several of the entries are just summaries. Consult the Manger for more information or speak to your superior.

4TH DAWN

4th Dawn is an ultranationalistic, far-right political party with its headquarters in Athens, Greece. Their leader, Konstantinos Chloros created the party to promote ethnic Greeks and strengthen the nation economically and politically. Chloros was born to parents of Greek and German descent. His grandfather was German and came to Greece during the German occupation during World War II. After the war, he was able to buy the identity of a dead man named Nikolaos Chloros and assume his life.

Konstantinos grew up on stories of the Nazi rule and Hitler's obsession with various mythologies. Konstantinos became obsessed with all of it, but especially the voyages of Jason and the Argonauts and began schooling to be an archaeologist. While studying, the Greek economy nearly collapsed, and Konstantinos decided to get into politics.

He created 4th Dawn and over the next several years supported numerous far-right candidates, with donations pouring in. With his foot in the door of politics, Chloros began to consider his options to become a candidate himself and become what he called "A Successful Hitler." However, he didn't want to fail in the eleventh hour as Hitler did. He needed an edge that Hitler didn't have, and he would find it through Greek mythology.

Secretly, he created a military arm of the organization, based on donations given to 4th Dawn. Equipped with gear based on an upgraded German design, Chloros personally commands his army as the masked Kommandant Kreuzotter, scouring the globe for mythological items of power, especially ones that foretell the future.

Intel: Manger analysts have uncovered a failed buyout of Chinogene, a Beijing, China-based biotechnology company that cloned a gene-edited dachshund named Gengi. The purchase effort was through a shell-company thought to be owned by Chloros. The buy out failed as the Chinese government is a major stakeholder in Chinogene and blocked its sale.

4D STURMTROOPERS



Sturmtroupers are the seasoned soldiers who act as grunts in Kreuzotter's small army. In a fight, include one of these for each player character.

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

Skills: Driving d8, Fighting d8, Intimidation d8, Investigation d6, Notice d8, Shooting d8

Charisma: -4; **Pace:** 6; **Parry:** 6; **Toughness:** 9(3)

Hindrances: Bloodthirsty, Loyal, Mean

Edges: Combat Reflexes, Dodge, No Mercy, Rock and Roll!

Gear: Helmet (+3, Head only), full body armor (+2/+4, Negates 4 AP), gas mask (-2 to Notice and Fighting rolls), MP40 (12/24/48, 2d6, ROF 3, Shots 32, AP1), knife (Str+1)

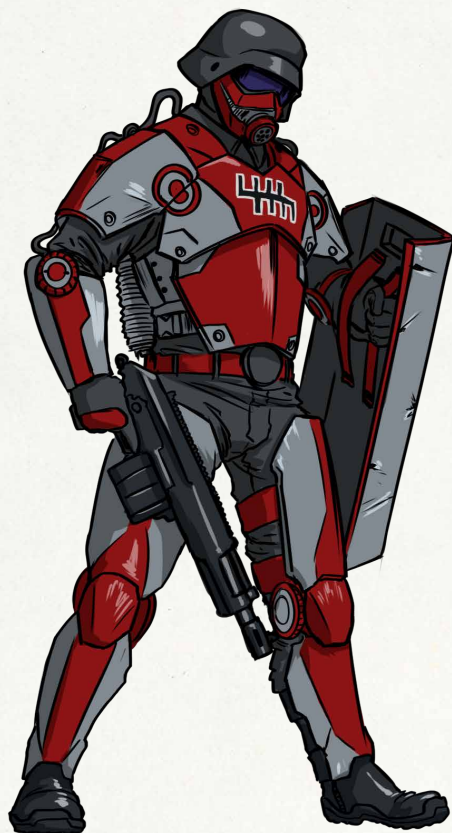
Special Abilities:

- **SS Runes:** 4D runes grant the wearer a +1 bonus to Toughness.

Tags: Earthly, Soul



4D PANZERTROOPERS



Panzertroopers are the heavy weapons soldiers in Kreuzotter's army and are Wild Cards. Generally, include one of these for every three player characters in a skirmish.

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

Skills: Driving d8, Fighting d8, Intimidation d6, Investigation d4, Investigation d4, Notice d8, Shooting d8

Charisma: -2; **Pace:** 4; **Parry:** 6; **Toughness:** 15(6)

Hindrances: Loyal, Mean, Overconfident

Edges: Brawler, Brawny, Combat Reflexes, Rock and Roll!

Gear:

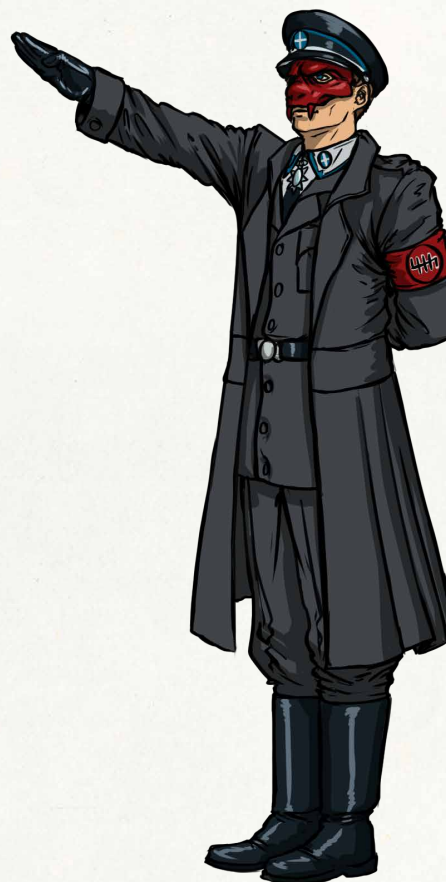
Panzer Suit: Armored suit designed for combat in intense environments.

- **Armor +6:** Covers entire body.
- **Bulky:** -2 Pace.
- **Exoskeleton:** +2 die steps Strength (included above).
- **Gas Mask:** Immune to inhaled poisons.
- **Heavy Weapon Mount:** Attach flamethrower or machine gun.
- **Shock Dampener:** Resistance to Wound suffered from being Shaken twice.
- **Targeting Computer:** When not moving for a round, the shooter can ignore up to 2 points of penalties to their Shooting roll.

Medium Shield: +1 Parry, +2 Armor to ranged shots; MG34 (28/55/110, 2d8+1, ROF 3, Shots 50, AP 2).

Tags: Earthly, Soul

KOMMANDANT KREUZOTTER



As detailed above, Kommandant Kreuzotter is the militant identity of 4th Dawn founder Konstantinos Chloros. Kreuzotter is a vile and apathetic man with visions of grandeur that leaves a path of death behind him on his mission to create a 4th Reich.

Quote: "Vell, vell, vell. I vondered if zee rumors of Vadican treazure hunders vere true, but, vell, here you are." (Kreuzotter when encountering CROSS)

Yes. He does speak in a terrible German accent. It's best to ignore it.

Race: Luciphim

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

Skills: Driving d6, Fighting d6, Intimidation d8, Investigation d6, Knowledge (Arcana) d8, Notice d6, Shooting d8, Spellcasting d10, Stealth d6, Taunt d8

Charisma: -6; **Pace:** 5; **Parry:** 5; **Toughness:** 9(2)

Hindrances: Bloodthirsty, Mean, Quirk (Bad German accent)

Edges: Arcane Background (Magic), Combat Reflexes, Command, Level Headed, New Power (x2), Power Points (x2), Strong Willed, Wizard

Power Points: 20

Spells: *Armor, Bolt, Boost/Lower Trait, Fear, Puppet*

Gear: 9mm Luger (12/24/48, 2d6 damage, RoF 1, Shots 8, AP 1), Flak Jacket (+2/+4), spiked staff (Str+d6, AP 2)

Special Abilities:

- **Poisonous Bite:** The retractable fangs of Luciphim allow them to bite in combat for Strength damage. Victims that suffer a Shaken result from the bite make a Vigor roll or be paralyzed for 2d6 rounds.
- **Serpent's Tongue:** Luciphim tongues can "taste" the air, giving them +2 to Notice rolls. They are always considered active guards for Stealth checks.
- **Short Legs:** Luciphim have short legs, reducing their Pace to 5.
- **SS Runes:** SS victory runes grant the wearer a +1 bonus to Toughness and rolls to resist Tests of Will.
- **Warm Natured:** Though not genuinely cold-blooded, Luciphim are not comfortable in cold environments. They suffer a -4 penalty to resist cold environmental effects.

Tags: Divine, Earthly, Soul

AUGMENT

Augments are individuals 'enhanced' through the medical technology of myostatin blockers and gene therapy. These men and women are capable of leaping, lifting, and running nearly twice what they could before treatment. However, a significant side effect of the process causes severe sensitivity to light.

Quote: "If you eliminate the myostatin, you release the brakes, so to say, and muscles become bigger," said Brian Kaspar, Biologist at Research Institute at Nationwide Children's Hospital in Columbus, Ohio. (Mone, Gregory, *NBC News*)

Intel: Syria — There is substantial evidence that the Chinese military deployed augmented soldiers in Syria in November 2017. Manger operatives intercepted insurgent chatter suggesting day-time missions to exploit light-sensitivity of Chinese soldiers.

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

Skills: Climbing d10, Fighting d8, Intimidation d6, Notice d8, Shooting d8, Stealth d4, Throwing d6

Charisma: -; **Pace:** 8; **Parry:** 6; **Toughness:** 6

Edges: Fleet-Footed, Hard to Kill, Myostatin Blocker



Hindrances: Overconfidence, Phobia (Minor, Photophobia)

Gear: Flak jacket (+2, Covers torso), Glock (Range 12/24/48, 2d6, Shots 17, AP 1, Semi-Auto), knife (Str+d4, Contains supplies that add +1 to Survival rolls)

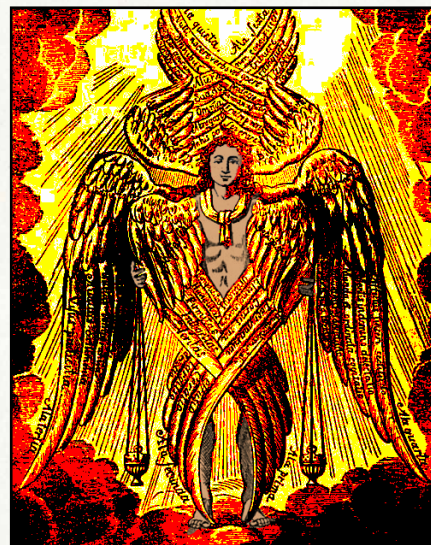
Tags: Earthly, Soul

ANGEL

An angel is a supernatural being created by God to be His messenger. Unlike humans, angels are spirits and by default have no physical form. However, when they visit Earth, they can take on a physical form to present some familiarity to the humans they are coming in contact with. There are several kinds or "orders" of angels. Below are the ones most likely to visit Earth. Angels that manifest a physical body can be killed, but their spirit returns to Heaven, and they can manifest a new body at any time.

Intel: Southern, Midwestern, and Northeastern, U.S. — After 362 tornadoes touched down on April 27th, 2011, the event became known as the 2011 Super Outbreak. CROSS investigated the incident two days later for supernatural evidence and found much. Unexpectedly, the stories were all about angels and their efforts to protect the devote during the storm.

SERAPH



A seraph is a caretaker of God's throne in Heaven. When taking on physical form, they most often appear as handsome human males with six feathered wings. They radiate heat and light and appear to be on fire. They can appear in visions or create a physical body to provide God's message.

Quote: "Then one of the seraphs flew to me, holding in its hand a live coal which it had taken from the altar with a pair of tongs. With this, it touched my mouth and said: 'Look, this has touched your lips, your guilt has been removed and your sin forgiven.'" (Isaiah 6:6-7, NJB)

Intel: Above Mali — Viktor Belikov stated in his psychological profile that he saw flaming angelic figures when his plane nearly crashed.

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

Skills: Fighting d8, Healing d10, Intimidation d10, Notice d8

Charisma: +2; **Pace:** 6; **Parry:** 6; **Toughness:** 9

Hindrances: Vow (Major, Serve God)

Edges: Attractive, Common Bond, Elan, Harder to Kill

Special Abilities:

- **Armor of God:** +4 Toughness.
- **Burning Touch:** Str +d8; ignores armor; chance of catching fire (See *Fire* in *Savage Worlds*).
- **Fire Invulnerability:** Seraphim are immune to fire-based environmental effects and fire attacks, either normal or arcane
- **Flame Burst:** A seraph can launch a burst of flame from his hands using the Cone template. Targets within the cone must make an Agility roll at -2 to avoid the attack. Those who fail, suffer 2d8 damage and must check to see if they catch fire (See *Fire* in *Savage Worlds*).
- **Flight:** These angels have a Flying Pace of 12" and Climb of 2.
- **Infravision:** Seraphim can see in the infrared spectrum, ignoring attack penalties for Dim and Dark lighting.

Gear: None

Tags: Allegiance to Heaven, Divine, Supernatural, Spirit

CHERUB



A cherub is a kind of angel that directly attends to God. When taking on physical form, they most often appear with two pairs of wings on a lion's body along with the faces of a human, an ox, an eagle, and a lion.

Quote: "The Lord bowed the heavens and came down. Thick darkness was under his feet. He rode on a cherub and flew. He

was seen on the wings of the wind." (2 Samuel 22:10-11, ESV)

Intel: Kandahar province, Afghanistan — After a failed mission to free Christian aid workers from a Taliban camp, agents reported a massive fiery explosion in the compound and two cherubs half leaping and half flying brought the two victims to safety, later disappearing.

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

Skills: Fighting d10, Healing d8, Intimidation d10, Notice d10, Survival d6

Charisma: —; **Pace:** 6; **Parry:** 7; **Toughness:** 10

Hindrances: Vow (Major, Serve God)

Edges: Elan, Harder to Kill

Special Abilities:

- **Change Form:** As an action, a Cherub can change into a human, an ox, an eagle, or a lion with a Smarts roll at -2. Changing back into humanoid form requires a Smarts roll.
- **Claws:** Str +d8.
- **Enhanced Eyesight:** Cherub have two centers of focus in each eye giving them +2 to Notice rolls. They are always considered active guards for Stealth checks.
- **Flight:** These angels have a Flying Pace of 10" and Climb of 3.
- **Low Light Vision:** Cherubim can see in the dark and ignore attack penalties for Dim and Dark lighting.
- **Tough Hide:** +3 Toughness.

Tags: Allegiance to Heaven, Divine, Supernatural, Spirit

ARCHANGEL



Archangels are believed to be high ranking angels concerned with the politics, military, and commerce of entire nations and countries. There are very few Archangels with Michael being one and likely Gabriel, Raphael, and Uriel as well. Archangels appear as incredibly beautiful human males with a pair of feathery wings, often wearing armor and carrying a sword.

Quote: "At the signal given by the voice of the Archangel and the trumpet of God, the Lord himself will come down from Heaven; those who have died in Christ will be the first to rise, and only after that shall we who remain alive be taken up in the clouds, together with them, to meet the Lord in the air. This is the way we shall be with the Lord for ever." (1 Thessalonians 4:16-17, NJB).

Intel: Peru — CROSS Exorcists were dispatched to Elsa Perea Flores School to investigate almost a hundred schoolchildren suspected of being possessed by demons. As children fainted and were having convulsions during a series of exorcisms, Archangel Michael appeared, called by prayer, to aid the Exorcists and dispatch the demons from the children.

Attributes: Agility d10, Smarts d10, Spirit d10, Strength d12, Vigor d12

Skills: Faith d8, Fighting d10, Healing d8, Intimidation d8, Investigation d8, Notice d8, Persuasion d12

Charisma: +2; **Pace:** 6; **Parry:** 7; **Toughness:** 16

Hindrances: Vow (Major, Serve God)

Edges: Arcane Background (Miracles), Attractive, Command, Elan, Harder to Kill, Hold the Line!, Leader of Men, Level Headed, Power Points (x3)

Power Points: 25

Miracles: Consecrate Me (*Armor*, Self Only), Desiccate (*Drain Power Points*, supernatural only), Dispel (*Dispel*, supernatural only), Exorcism (*Banish*), Expose Supernatural (*Detect/Conceal Arcana*, Detect only), Fear of the Lord (*Fear*, Fear of the Lord's wrath), Hallow (*Smite*), Sanctifying Circle (*Barrier*, Only versus supernatural), Smite (*Bolt*, Only versus supernatural)

Special Abilities:

- **Armor of God:** +8 Toughness.
- **Flame Sword:** 2d8 fire damage; wielder is considered armed when attacking and unarmed when defending; chance of catching fire (See **Fire** in *Savage Worlds*).
- **Flight:** These angels have a Flying Pace of 24" and Climb of 3.

Tags: Allegiance to Heaven, Divine, Supernatural, Spirit

GUARDIAN ANGEL

Guardian angels or watchers are considered to be part of the lowest order of angels, and the most abundant. These angels are concerned with the affairs of individual humans. It is a common belief that they are assigned to every human being, but CROSS records do not support this level of fact. Guardian angels can take on any human form, male or female. Most often, they take on appearances pleasing to the humans they are visiting. They generally do not have wings, but it is possible they can manifest them if needed.

Quote: "Are they not all ministering spirits, sent to serve for the sake of those who are to inherit salvation." (Hebrews 1:14, NJB).

Intel: Photographic evidence of a guardian angel watching over cancer victim, Erin Potter, has circulated the Internet for years. CROSS has reviewed the photo and found no photo editing manipulation. Last verifiable data from 2017 shows Erin Potter is currently cancer free.

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

Skills: Fighting d8, Healing d6, Intimidation d8, Investigation d10, Notice d10, Persuasion d10, Streetwise d6, Survival d6

Charisma: +2; **Pace:** 6; **Parry:** 6; **Toughness:** 5

Hindrances: Vow (Major, Serve God)

Edges: Arcane Resistance, Attractive, Common Bond, Harder to Kill

Special Abilities:

- **Change Form:** Any human form.

Gear: Any

Tags: Allegiance to Heaven, Divine, Supernatural, Spirit

ATLAS

Automated Tactical Law Application Service or ATLAS is a U.N. sanctioned organization of A.I. constructs that deal with terrorism and other unlawful events throughout the world. ATLAS uses cutting-edge artificial intelligence and robotics to guide a remote armory to perform U.N. sanctioned missions in the most dangerous regions of the world. ATLAS is always acting in concert with the local government of any area it enters. It's this aspect that puts ATLAS at odds with CROSS. ATLAS sees CROSS as an unsanctioned vigilante organization or, at worst, a criminal one.

Quote: "Artificially constructed to hold up the weight of the world." (ATLAS motto, 2017)

Intel: Before CROSS, Archdeacon Starlin made arms for ATLAS which are now part of the CROSS armory. It is possible that CROSS agents may encounter technology similar to their own or upgraded version.

INVESTIGATOR

ATLAS Investigator constructs are autonomous robots programmed to investigate crime scenes.



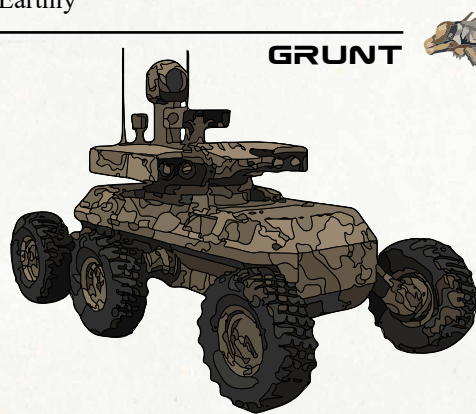
Attributes: Agility d8, Smarts d10, Spirit d6, Strength d6, Vigor d4
Skills: Investigation d8, Knowledge (Computers) d6, Knowledge (Forensics) d6, Notice d10, Shooting d6, Tracking d10

Charisma: —; **Pace:** 6 **Parry:** 2 **Toughness:** 6(2)

Special Abilities:

- **Armor +2:** Armored chassis.
- **Construct:** Constructs add +2 to roll to recover from Shaken, take no additional damage from called shots, are not affected by wound modifiers and are immune to poison and disease.
- **Fearless:** Constructs do not suffer fear effects.
- **Flight:** Constructs have a Flying Pace of 18" and Climb of 5".
- **Hover:** Constructs can ignore most low terrain obstacles and water.
- **Infravision:** Constructs can see in the infrared spectrum, ignoring attack penalties for Dim and Dark lighting.
- **Targeting System:** Negates up to 2 points of penalties to Shooting rolls.
- **"Mercy" Pulse:** Range 5/10/20, 2d6 Non-Lethal, RoF 1, Shots 5; Affected targets must make a Vigor roll at -2 to avoid being Shaken.
- **Stealth Paint:** -2 to Notice rolls when trying to hear the construct. *Verify if this is our "Vow of Silence" armor tech.*
- **Weakness (Electricity):** Constructs suffer +2 damage from electrical attacks.

Tags: Earthly



GRUNT

ATLAS Grunts are autonomous constructs programmed to engage in direct warfare.

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d6, Vigor d6
Skills: Climbing d6, Fighting d8, Investigation d6, Knowledge (Forensics) d6, Notice d8, Repair d6, Shooting d8, Tracking d8

Charisma: —; **Pace:** 6 **Parry:** 6 **Toughness:** 11(6)

Special Abilities:

- **Armor +6:** Armored chassis.
- **Construct:** Constructs add +2 to roll to recover from Shaken, take no additional damage from called shots, are not affected by wound modifiers and are immune to poison and disease.
- **Fearless:** Constructs do not suffer fear effects.
- **Grenade Launcher:** Range 24/48/96, 4d8, RoF 1, Shots 10,

Medium Burst Template.

- **Infravision:** Constructs can see in the infrared spectrum, ignoring attack penalties for Dim and Dark lighting.
- **Submachine Gun:** Range 12/24/48, 2d6, RoF 3, Shots 100
- **Targeting System:** Negates up to 2 points of penalties to Shooting rolls.
- **Weakness (Electricity):** Constructs suffer +2 damage from electrical attacks.

Tags: Earthly

BEHEMOTH

The quote below gives a detailed description of a biblical creature called the Behemoth. Researchers have identified the creature as, possibly, an elephant or hippopotamus, but in Job 40, the Behemoth is described as having a "tail like a cedar." Christian researchers have connected this to scientific evidence of a sauropod dinosaur. There have been no modern sightings of living sauropods, but Nazi maps depict the existence of some near the Hollow Earth city of Agartha.

Quote: "But look at Behemoth, my creature, just as you are! He feeds on green stuff like the ox, but what strength he has in his loins, what power in his stomach muscles! His tail is as stiff as a cedar, the sinews of his thighs are tightly knit. His bones are bronze tubes, his frame like forged iron. He is the first of the works of God." (Job 40:15-19, NJB)

Note: Recent findings show a large cache of dinosaur bones in North Pole. Numerous species not known to be in the region and not from same periods. Hollow Earth?



Intel: Africa — CROSS has sent two teams to the Congo River basin to investigate claims of a creature that matches the descriptions of the behemoth. Agents were able to document numerous stories about this creation, locally called the Mokele Mbembe, but no CROSS agent was able to lay eyes on the beast.

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d12+5, Vigor d12

Skills: Fighting d8, Notice d10

Charisma: —; **Pace:** 4; **Parry:** 8; **Toughness:** 21(3)

Special Abilities:

- **Armor +3:** Thick hide.

CHOL

- **Stomp:** Str+d10.
- **Tail:** Str+d8; Reach 2.
- **Hardy:** The creature does not suffer a wound from being Shaken twice.
- **Size +10:** Increases Toughness by +10.
- **Huge:** Attackers add +4 to their Fighting or Shooting roll when attacking the creature due to its massive size.

Tags: Earthly, Soul

BISHOP-FISH

The bishop-fish is a human-sized creature with a scaly, fish-shaped body, short human hands and large floppy fins that can be wrapped around its body like a cloak. Its head appears like a bearded old man wearing a bishop's miter or headdress. The existence of the bishop-fish was originally documented in 1433 when one was found in the Baltic Sea. It was captured as a gift for the King of Poland, but a group of Catholic bishops freed the animal, and before it swam away it made the sign of the cross with its hand. Legend says that if it gives advice, the recipient will be cursed if it doesn't heed the advice.

Quote: "It's very possible that naturalists believed it to be a true hybrid, and that, possibly, it was to be feared, especially, since theology was baked into natural history at the time," said Louisa MacKenzie. (Ault, Alicia, Smithsonian)

Intel: Water near Murmansk, Russia —In 2016, Roman Fedortsov caught a strange fish with a ruddy pigmentation and humanoid appearance that bore a striking similarity to the descriptions of the bishop fish from legend. Even more strangely, as the fish laid dying on the deck of the ship, it spoke to Roman and told him where to find his grandmother's missing locket.



Attributes: Agility d8, Smarts d6, Spirit d8, Strength d4, Vigor d6
Skills: Faith d8, Healing d8, Notice d8, Persuasion d6, Stealth d6, Survival d6, Swimming d8
Charisma: —; **Pace:** 6; **Parry:** 2; **Toughness:** 5
Special Abilities:

- **Divination:** Once per day the bishop-fish can commune with God and with a successful Faith roll can ask a question, usually for someone in distress. There is no limit to the length of the answer.

Tags: Allegiance to Heaven, Earthly, Supernatural, Soul

The Chol is a swan-sized bird with a red and gold plumage, a gray beak and talons, likely the inspiration for the legend of the phoenix. The Chol lives for a thousand years, at the end of which it bursts into flames and is reborn. Chol feathers can be ground and consumed to make the drinker impervious to all forms of fire and heat for a full day.

Quote: "Then I thought, 'I shall die in my nest, and I shall multiply my days like the phoenix.'" (Job 29:18, NRSV)

Intel: A Chol was videotaped in 2011, CROSS was able to replace the YouTube video with a fake video to discredit the claim. (SillyChillyTuber, https://www.youtube.com/watch?v=2_BfTk-0LA0)

Attributes: Agility d6, Smarts d6 (A), Spirit d8, Strength d8, Vigor d10

Skills: Fighting d8, Intimidation d10, Notice d8

Charisma: —; **Pace:** 6; **Parry:** 6; **Toughness:** 9(2)

Special Abilities:

- **Armor +2:** Fire tempered feathers.
- **Flight:** Chol have a Flying Pace of 18" and Climb of 3.
- **Invulnerability:** Chol are immune to all types of fire or heat attacks.
- **Shoot Flames:** By bringing their wings together, a Chol can shoot fire using the Cone Template. Every target within this cone may make an Agility roll at -2 to avoid the attack. Those who fail suffer 2d8 damage and must check to see if they catch fire (see **Fire** in *Savage Worlds*). A Chol may not fly in the round it shoots fire and if currently in flight will begin to plummet.
- **Talons:** Str+d8.

Tags: Earthly, Supernatural, Soul

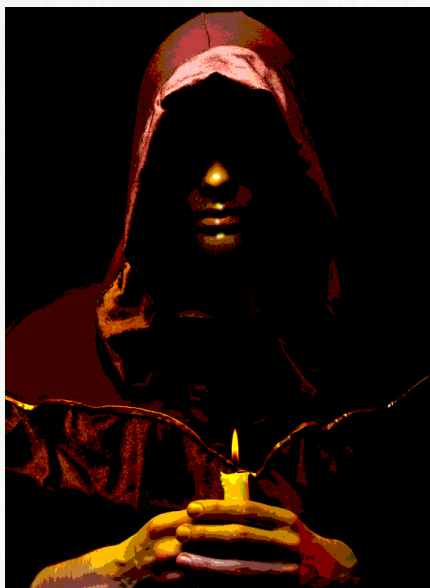


CULTISTS

There have always been people who are drawn toward chaos, lost souls who gravitate toward charismatic leaders, and those who hold to extreme beliefs. While each cult's manifesto might be different, cultists tend to have similar statistics.

Quote: "Here's an easy way to figure out if you're in a cult: If you're wondering whether you're in a cult, the answer is yes." (Stephen Colbert, *I Am America (And So Can You!)*)

Intel: In 1995, CROSS agents infiltrated Awaji Island near Kobe, Japan to investigate chatter around the opening of an extra-dimensional gateway. CROSS found members of Alum Shinrikyo, a doomsday cult, attempting to open a gate to Yomi, the land of the dead. Thousands of undead began to spill out of the gate when a massive earthquake conjured by CROSS Wraths struck the island, collapsing the gateway.



Attributes: Agility d8, Smarts d4, Spirit d6, Strength d6, Vigor d6
Skills: Climbing d6, Fighting d8, Intimidation d6, Knowledge (Day job) d4, Knowledge (Occult) d4, Notice d6, Shooting d8, Stealth d6, Throwing d6
Charisma: -4; **Pace:** 6; **Parry:** 6; **Toughness:** 5
Hindrances: Loyal, Bloodthirsty
Gear: S&W (.44), Sacrificial dagger (Str+d4)
Tags: Allegiance to Hell, Earthly, Soul

CULT LEADER

Sometimes individuals are called to lead those in need to the promised land and this individual is one of the chosen that holds sway over his or her minions with complete devotion to "The Cause." Listed below are two possible types of cult leaders.

MAGICAL MINISTER

This cult leader has actual arcane powers, granted by a supernatural being or item. Displays of his supernatural powers keep his followers in line.

Quote: "I have supernatural powers and can get people to do whatever I command." (Sung Chi-li, cult leader & geomancer, Taipei Times)

Intel: Baghdad, Iraq — Chatter has been intercepted by Manger analysts of a stolen grimoire with numerous infernal summoning rituals inside. Judas Agents attempted to purchase the tome, but it sold quickly to another buyer. An agent in the field was able to discover the book ended up with a Protestant church splitter group in Turkey. A team is being sent to investigate. See **Mission: Blood & Teeth**, page 95.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6
Skills: Climbing d6, Fighting d8, Intimidation d6, Knowledge (Day job) d4, Knowledge (Occult) d6, Notice d6, Shooting d8, Spellcasting d10, Stealth d6, Throwing d6

Charisma: -2; **Pace:** 6; **Parry:** 6; **Toughness:** 5

Hindrances: Delusional (Minor), Overconfident

Edges: Arcane Background (Magic), Arcane Resistance, Charismatic, Command, Connections, Fervor, Followers (x5), Power Points (x3)

Power Points: 25

Spells: *Fear, Mind Reading, Puppet*

Gear: Magical, cursed, or unholy weapons: +2 to damage when wielded by a cult leader.

Tags: Allegiance to Hell, Earthly

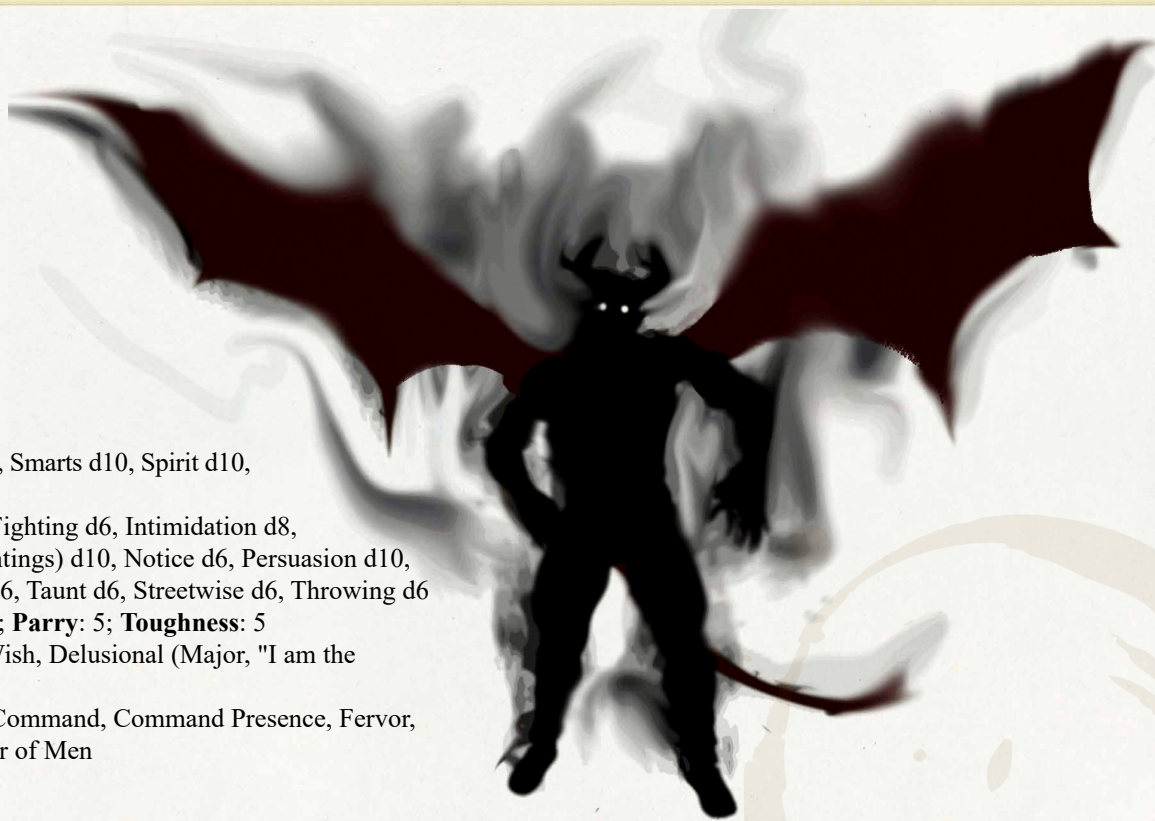
Note: Some cult leaders may have Arcane Background (Miracles) and Faith d10 instead of Magic and Spellcasting.

MANIACAL MASTERMIND

The maniacal mastermind is the classic "Jim Jones" nut job armed with fervor and the ability to lead others astray.

Quote: "To me death is not a fearful thing. It's living that's cursed." (Jim Jones)

Intel: Baghdad, Iraq — Genetics expert and member of the Congregation of Medical Services, Linda Al-Gazali returned to her hometown of Baghdad, for the dedication of a new genetics building at Bagdad Medical City. She was kidnapped shortly before the ceremony with the Martyrs of the Butcher, a Saddam Hussein religious cult, claiming credit. Unfortunately, no further contact was made by the Martyrs group and authorities have been unable to locate the doctor.



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

Skills: Climbing d6, Fighting d6, Intimidation d8, Knowledge (Own Rantings) d10, Notice d6, Persuasion d10, Shooting d8, Stealth d6, Taunt d6, Streetwise d6, Throwing d6

Charisma: 2; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Death Wish, Delusional (Major, "I am the truth!"), Stubborn

Edges: Charismatic, Command, Command Presence, Fervor, Followers (x4), Leader of Men

Gear: S&W (.44)

Tags: Earthly, Soul

CYBORG THUG

A cyborg, short for cybernetic organism, is part-human and part machine. As a cyborg "thug", this particular type of cyborg has lent his services to a criminal organization in need of his enhanced abilities. For more on cyborgs, see **Sunday, Cyborg Sunday**, page 16.

Quote: "I want to do something with my life; I want to be a cyborg."
(Kevin Warwick)

Intel: Mercenary cyborg Miguel E. Santos has been spotted in London. Known enhancements are replacement arm and rib cage reinforcement.

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

Skills: Climbing d6, Fighting d8, Intimidation d8, Notice d8, Persuasion d6, Repair d4, Shooting d8, Stealth d6, Streetwise d8

Charisma: -; **Pace:** 6; **Parry:** 6; **Toughness:** 9(4)

Hindrances: Arrogant, Enemy (Major, Wronged target), Greedy

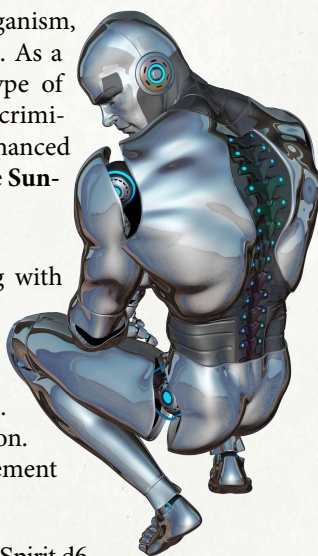
Edges: Cybernetics Access (x2), No Mercy

Cybernetics: Armor (x2), Vision Enhancement

Gear: Any

Tags: Earthly

Verified finding of CROSS cybernetics on black market. Investigate Viktor.



DEMONS

A demon was originally an angel created by God to be His messenger. God gave angels free will, and after He declared that all his creations would be subjects of Jesus Christ, Lucifer and other like-minded angels rebelled. A great war erupted pitting Lucifer's group against the loyal angels, led by Michael. Michael was victorious, and God created Hell and cast the rebellious angels into it renaming these fallen angels, demons. Like angels, demons are spirits, however, unlike angels they cannot manifest a physical form when they are on Earth. If they are summoned to Earth, they must possess a person or animal to have a physical form. Once they possess a body, they can be attacked and, if incapacitated, are banished from the body. Exorcists can also use the Exorcism miracle to banish the demon back to Hell. For more on known demons, See **Rise Of the Demon Doomicus**, page 17.

Quote: "But some itinerant Jewish exorcists too tried pronouncing the name of the Lord Jesus over people who were possessed by evil spirits; they used to say, 'I adjure you by the Jesus whose spokesman is Paul.' . . . and the man with the evil spirit hurled himself at them and overpowered first one and then another, and handled them so violently that they fled from that house stripped of clothing and badly mauled." (Acts of Apostles 19:13-16, NJB)

Intel: Congregation of Medicine psychoanalysts speculate that Cavalco can't banish Doomicus because of deeply personal conflict that he won't divulge. Mandatory therapy recommended.

INFERNAL MONSTROUS ABILITY

All infernal beings have an identical set of abilities and associated weaknesses.

- **Banishable:** When an infernal being is Incapacitated it is immediately banished to Hell.
- **Immunity:** Infernal beings are immune to poison and disease.
- **Supernatural Resistance:** Infernal beings suffer only half-damage from non-magical attacks except for cold iron.
- **Weakness (Cold Iron):** Infernal beings take +4 damage from cold iron weapons.
- **Weakness (Holy Symbol):** Infernal beings suffer a -2 penalty to Fighting attacks and Spirit rolls against anyone brandishing a holy symbol.
- **Weakness (Holy Water/Salt):** Infernal beings cannot abide salt or holy water. They must make a successful Spirit roll to avoid being Shaken if forced into contact with either substance.

DEMON SPIRIT

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

Skills: Fighting d8, Intimidation d8, Notice d6, Persuasion d10, Stealth d8, Taunt d8

Charisma: -; **Pace:** 6; **Parry:** 6; **Toughness:** 7

Special Abilities:

- **Ethereal:** Demon spirits are invisible, immaterial, and cannot be affected by physical attacks including Cold Iron like other infernal beings, but can be affected by supernatural items, weapons, powers, and miracles.
- **Fear (-2):** Demon spirits can manifest a hazy or smoky form which will force a Fear check at -2 for anyone that sees it.
- **Flight:** Demon spirits fly at a rate of 6" with a Climb of 3. They may not run.
- **Infernal:** Banished when Incapacitated, Immune to poison and disease; Half damage from non-magical attacks except for cold iron; -2 to Fighting attacks against anyone brandishing a holy symbol; Spirit roll to avoid being Shaken by contact with holy water or salt; Cannot cross a barrier of salt.
- **Possession:** See **Possession** (page 89).

Tags: Allegiance to Hell, Divine, Infernal, Supernatural, Spirit

DEMON-POSSESSED HOSTS

If a person is successfully possessed by a demon spirit, his Agility, Smarts, and Strength scores are all raised by one die type to a maximum of d12+2. The possessed host also inherits the following Special Abilities.

- **Armor +2:** The demon spirit can force the host to manifest scaly unnaturally thick hide.
- **Claws:** The demon spirit can cause the host to grow claws that can inflict Str+2 damage.
- **Fear (-2):** The demon spirit can manifest a demonic form through the host that forces a Fear check at -2.

- **Flight:** The demon spirit may grow wings with a Flying Pace of 12" and Climb of 3.
 - **Immunity:** The demon spirit lends its immunity to poison and disease to the host.
 - **Improved Frenzy:** Lightning quick, demon-possessed hosts can attack twice a round with their claws at no penalty.
 - **Supernatural Resistance:** The possessed host inherits supernatural Resistance from the demon spirit and only suffers half-damage from non-magical attacks except for cold iron.
- Tags:** Allegiance to Hell, Divine, Infernal, Supernatural, Spirit

DEMONSPOWN

Demonspawn are the denizens of Hell born when God created Hell. These are physical beings of all shapes and sizes with two things in common – they are horrific and evil. These beings can be summoned like demon spirits, but they cannot possess others and already have a physical body. Medieval texts refer to these creatures as devils to set them apart from demons, who are fallen angels (**Rise of the Demon Doomicus**, page 17).

Quote: "And other men and women cast themselves down from a high place and return again and run, and devils drive them." (Apocalypse of Peter, "The Apocryphal New Testament," Translation by M.R. James)

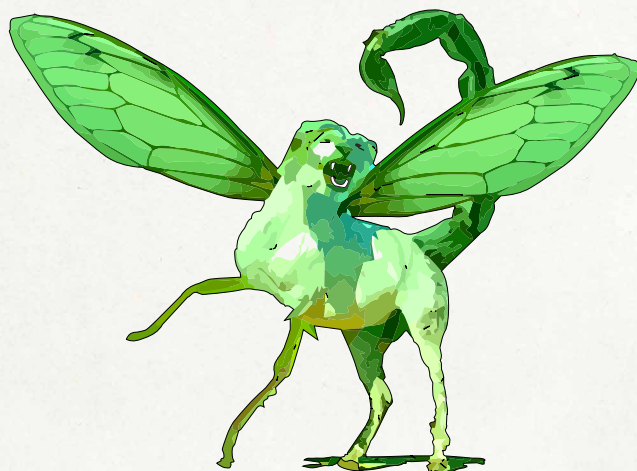
Intel: The Manger monitors known hellmouths throughout the world and dispatches agents to keep the doorways closed and the denizens of Hell locked away. Unfortunately, once a hellmouth has been opened, the location is always more susceptible to reopening. Demonspawn are almost always the first indicator that a closed hellmouth is weakening or has been opened.

Ⓜ ABADDON'S LIEUTENANTS

The fallen angel Abaddon was named in the Book of Revelation as the king of an army of locusts. Abaddon is a demon spirit with several underlings that each can command one swarm of locusts. These demonspawn are monstrous amalgams of animals with the body of a warhorse, massive wings of a locust, a shaggy head with lion's teeth, a scorpion's tail and front legs of a locust. Unlike Abaddon himself, these lieutenants and their swarms can be summoned by humans to Earth without a human host.

Quote: "And out of the smoke dropped locusts onto the Earth: they were given the powers that scorpions have on the Earth... As their leader, they had their emperor, the angel of the Abyss, whose name in Hebrew is Abaddon." (Revelation 9:11, NJB)

Intel: Dagestan — Sufi Muslim imam, Abdurakhim Saaduev, requested help when swarms of locusts appeared to be controlled and used as an attack against rival Muslim groups. CROSS intervened and discovered an insurgent sorcerer summoned one of Abaddon's Lieutenants to attack his enemies. CROSS Exorcists were able to banish the Lieutenant and disperse the swarm.



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

Skills: Fighting d8, Notice d8, Spellcasting d10

Charisma: -; **Pace:** 6; **Parry:** 6; **Toughness:** 13(3)

Special Abilities:

- **Armor +3:** Exoskeleton of armored plates.
 - **Flight:** These beasts have a Flying Pace of 10" and Climb of 3.
 - **Infernal:** Banished when Incapacitated, Immune to poison and disease; Half damage from non-magical attacks except for cold iron; -2 to Fighting attacks against anyone brandishing a holy symbol; Spirit roll to avoid being Shaken by contact with holy water or salt; Cannot cross a barrier of salt.
 - **Kick:** Str+d8.
 - **Locust Swarm:** Command one large swarm of locusts (Same as the Beast Friend power, use Spellcasting for Arcane skill).
 - **Bite or Claw:** Str +d6.
 - **Size:** +3: These beasts are as large as a warhorse and just as powerful.
 - **Tail:** Str, Poison (See **Poison** in *Savage Worlds*).
- Tags:** Allegiance to Hell, Infernal, Supernatural

STILT SPAWN

The stilt spawn is a gangly demonspawn known to prey on women and children to crack their bones and suck out the marrow. These beasts should never be underestimated as they understand earthly things like door mechanisms and window latches.

Quote: "I found the f'in thing standing over my boy's crib. I hit it with my taser and it didn't phase it, but it turned to come after me. Next thing I know my wife comes tearing through the door with my Anduril Sword replica and the blade slices right through the thing's beak. The beast looks at us both with these puppy dog eyes and then bolts out the window it came through." (Ben Polum, Eyewitness report)

Intel: There still continues to be a slow trickle of infernal activity at the storm drain to Hell in Clifton, New Jersey. Agents have verified the hellmouth is still sealed, but someone is using the weakened area to summon occasional Hell beasts.

Attributes: Agility d8, Smarts d4, Spirit d8, Strength d6, Vigor d6

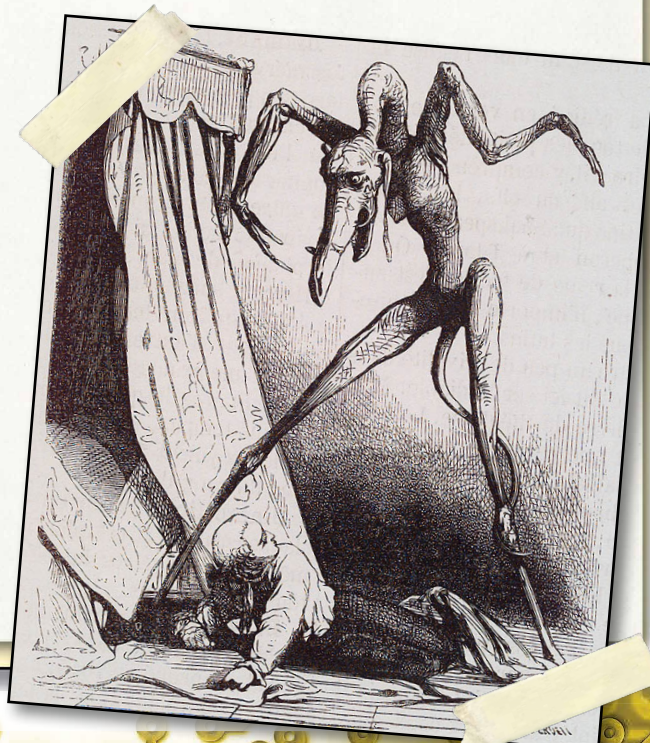
Skills: Fighting d8, Intimidation d6, Lockpicking d6, Notice d6, Stealth d10, Streetwise d6

Charisma: -; **Pace:** 6; **Parry:** 6; **Toughness:** 9

Special Abilities:

- **Dense Bones:** +4 Toughness.
- **Bite:** Str+d6.
- **Hand Spear:** Str+d6, AP 4.
- **Infernal:** Banished when Incapacitated, Immune to poison and disease; Half damage from non-magical attacks except for cold iron; -2 to Fighting attacks against anyone brandishing a holy symbol; Spirit roll to avoid being Shaken by contact with holy water or salt; Cannot cross a barrier of salt.
- **+1 Reach**

Tags: Allegiance to Hell, Infernal, Supernatural



REAPER

The reaper is a kind of demonspawn dressed in black, skeletal in appearance, and carrying a scythe. Some equate it to the personification of death itself and many believe the reaper comes to collect people's spirit at the moment of death.

Quote: "When he broke the fourth seal, I heard the voice of the fourth living creature shout, 'Come!' Immediately I saw another horse appear, deathly pale, and its rider was called Death, and Hades followed at its heels." (Revelation 9:11, NJB)

Intel: No evidence has been uncovered proving reapers are the harbinger of death, but CROSS agents have encountered reaper-wielding skeletons on eighteen missions. Unlucky agents have discovered that their scythe will cut right through kevlar.

Attributes: Agility d8, Smarts d4, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d10, Intimidation d6, Notice d6, Persuasion d6, Riding d8, Stealth d8, Streetwise d8, Tracking d8

Charisma: -; **Pace:** 6; **Parry:** 7; **Toughness:** 7

Special Abilities:

- **Fear** (-2): Anyone seeing a reaper must make a Fear check at -2.
- **Infernal:** Banished when Incapacitated, Immune to poison and disease; Half damage from non-magical attacks except for cold iron; -2 to Fighting attacks against anyone brandishing a holy symbol; Spirit roll to avoid being Shaken by contact with holy water or salt; Cannot cross a barrier of salt.
- **Scythe:** Str+d8, AP 4.
- **Nightmare:** Can call a nightmare nag to ride.
- **Strong Bones:** +2 Toughness.

Tags: Allegiance to Hell, Infernal, Supernatural



WHEEL BEAST

This demonspawn is an odd collection of arms and legs that allows it to change direction, in an instant, and attack with a flurry of blows.

Quote: "Every time I fired at the creature it changed direction. It could stop on a dime and go back the way it came. I thought I was a goner and then two men showed up in a black SUV, said three words in, I think, Latin, and the beastie disappeared in a puff of smoke. The pair thanked me, for what I don't know, and were gone." (Erik Piechotta, Eyewitness report)

Intel: The deceased, Dave Rickett, summoned twelve wheel beasts for inclusion in an underground fighting ring he was running in Utah. Field agents report that the demonspawn went along with the plan until they were brought to the arena and then started to kill and eat all the spectators before terrorizing the general population. Luckily, the population was sparse and only eight additional people died before our Exorcists banish the demons.

Attributes: Agility d10, Smarts d4, Spirit d8, Strength d6, Vigor d8

Skills: Fighting d10, Intimidation d6, Notice d6, Stealth d6, Taunt d6

Charisma: -; **Pace:** 6; **Parry:** 6; **Toughness:** 6

Special Abilities:

- **Block:** A wheel beast always has a free limb to block an attack.
- **Dodge:** These crafty beasts know how to use cover, movement, and concealment to avoid being hit.
- **First Strike:** See Edge in *Savage Worlds*.
- **Fleet-Footed:** A wheel beast rolls a d8 when running instead of a d6.
- **Infernal:** Banished when Incapacitated, Immune to poison and disease; Half damage from non-magical attacks except



for cold iron; -2 to Fighting attacks against anyone brandishing a holy symbol; Spirit roll to avoid being Shaken by contact with holy water or salt; Cannot cross a barrier of salt.

- **Kick:** Str+d6.
- **Multiple Limbs:** Wheel beasts usually have two extra limbs giving them one extra non-movement actions per limb, incurs no multi-action penalty.
- **Quick:** Wheel beasts are notoriously fast. They may discard Action Cards of 5 or lower and draw another. They must keep the replacement card, however.

Tags: Allegiance to Hell, Infernal, Supernatural

WINGED LEOPARD

The winged leopard is a demonspawn made famous in Daniel's vision from the Book of Daniel. The winged leopard was said to represent Greece under the rule of Alexander the Great. Both three-headed and four-headed versions have been reported.

Quote: "After this I looked; and there before me was another beast, like a leopard, and with four bird's wings on its flanks; it had four heads and was granted authority." (Daniel 7:6, NJB)

Intel: Jesuit records show this beast was summoned in 1991. John Westco snapped a photo of a three-headed version of the beast and lived a severe mauling to get the photo, but he is currently committed in Broadmoor Hospital (aka Broadmoor Criminal Lunatic Asylum)

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

Skills: Fighting d8, Intimidation d6, Notice d6, Stealth d6, Taunt d6

Charisma: -; **Pace:** 6; **Parry:** 6; **Toughness:** 8



John Westco/ SX-70, Dec
13th, 1991

Special Abilities:

- **Bite:** Str+d6.
- **Fleet-Footed:** A winged leopard rolls a d8 when running instead of a d6.
- **Flight:** This demonspawn has wings with a Flying Pace of 8" and Climb of 2.
- **Infernal:** Banished when Incapacitated, Immune to poison and disease; Half damage from non-magical attacks except for cold iron; -2 to Fighting attacks against anyone brandishing a holy symbol; Spirit roll to avoid being Shaken by contact with holy water or salt; Cannot cross a barrier of salt.
- **Low Light Vision:** Winged leopards ignore penalties for Dim and Dark lighting.
- **Size +2:** The Winged leopard is thought to weigh nearly 500 pounds.
- **Three Heads:** Winged leopards have two additional heads giving them one extra non-movement actions per head, incurs no multi-action penalty.

Tags: Allegiance to Hell, Infernal, Supernatural

GHOST PREACHER

Stephen of Cloyes, a boy thought to be eleven years old, led the Children's Crusade and died when he fell into the sea. Since then his ghost has appeared throughout history leading children on various crusades. CROSS has investigated several sightings of Stephen, now called the Ghost Preacher, but never managed to locate him. If the stories are to be believed, he has led children into numerous deadly situations which is why CROSS has been trying to locate and stop his efforts. For more on the Ghost Preacher, see *The Children's Crusade*, page 8.

Quote: "When we ignore the concerns of our young, then I have no hope for this world." (Stephen of Cloyes)

Intel: Reports say a ghostly preacher opened cages where kidnapped girls were held by Boko Haram, a terrorist organization based in Nigeria. Eighty-two girls were killed in the escape, but hundreds were able to return to their loved ones.

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

Skills: Faith d10, Fighting d6, Healing d8, Notice d4, Persuasion d10, Throwing d10

Charisma: +1; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Delusional (Minor, Thinks he knows best)



how to protect children), Habit (Minor, Quotes scripture), Overconfident

Edges: Arcane Background (Miracles), Arcane Resistance, Charismatic, Command, Fervor, Holy Warrior, Inspire, Leader of Men, Natural Leader, Power Points (x3)

Power Points: 25

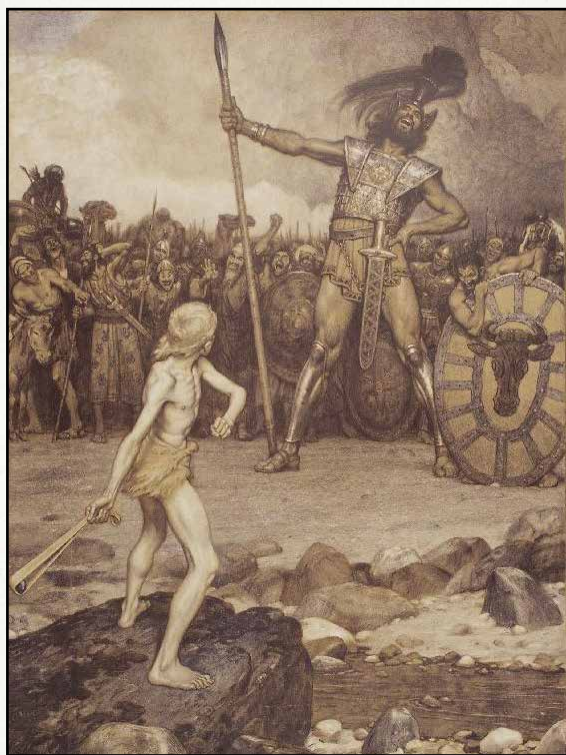
Miracles: *Barrier, Healing, Puppet.*

Special Abilities:

- **Ethereal:** The Ghost Preacher is immaterial and cannot be affected by physical attacks including Cold Iron, but can be affected by magical items, weapons, supernatural powers, and miracles.
- **Telekinesis:** The spirit can affect the material world, hurling chairs and throwing knives. Use the Ghost Preacher's Throwing skill for this.
- **Weakness (Water):** Since his death, the Ghost Preacher cannot cross a barrier of water.

Tags: Earthly, Supernatural, Spirit

GIANT



Giants roamed the Earth alongside humans (See **The Third Crusade**, page 6). Giants were created by the union of fallen angels and human women. They were rare but could be found performing jobs where their stature and strength were useful. Giants during those times grew to be up to 15" tall. Many giants were hunted during Biblical times and they are believed to be extinct. However, the angel DNA that created them still exists in humans in the race known as Rephaim. Rephaim in modern

times have reached nearly 9" tall, but on average, they're in the 7-8" range. Some Rephaim have retreated into the Hollow Earth centuries ago, many of which grow to extreme heights.

Quote: "A champion stepped out from the Philistine ranks; his name was Goliath, from Gath; he was six cubits and one span tall." (1 Samuel 17:4, NJB)

Intel: DNA analysis of a strand of hair has confirmed that Professional wrestler and Princess Bride star, Andre the Giant has the genes categorized to be from the Rephaim grouping.

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d12+3, Vigor d12

Skills: Climbing d6, Fighting d8, Intimidation d8, Notice d4

Charisma: -; **Pace:** 8; **Parry:** 6; **Toughness:** 11-12

Special Abilities:

- **Size +3:** Most giants are 7-8' tall (**Size +4** in Hollow Earth).
- **Sweep:** May attack all adjacent characters at -2 penalty.
- **Gear:** Massive club (Str+d8).

Tags: Earthly, Supernatural, Soul

HOUNGAN/MAMBO



A follower of the customs derided in the West as Voodoo, Houngan are male Voodoo priests and Mambos are female priestesses. Despite stereotypically associated with evil, there are just as many benevolent members of this faith as there are darker practitioners. The darker ones are known to practice the art of creating zombies. These practitioners can raise dead people making zombies and also create zombies from living people as well (See **Living Zombies**, page 144). For more on a Houngan encounter, see **Wheels up!** on page 11.

Quote: "The unfortunate stevedore (laborer) had sold his soul to the houngan for a period of four years and during that week at his place the houngan had "succeeded in performing the same magic operation his own father had boasted of performing years before" — he had created a zombi without venturing into the mysterious domain of death. He had taken a living man's soul." (Wade Davis, *Passage of Darkness: The Ethnobiology of the Haitian Zombie*)

Intel: Houngan scammers continue to exploit poor Haitians that cannot afford modern medical services. Consider outreach and medical supply drops in disaster-impacted areas of Haiti.

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

Skills: Fighting d4, Knowledge (Arcana) d8, Notice d6, Persuasion d6, Spellcasting d8

Charisma: —; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: All Thumbs, Delusional (Major), Vengeful (Minor)

Edges: Arcane Background (Magic), Power Points (x3)

Power Points: 25

Spells: Protection from Spirits (*Armor* +2, versus Supernatural only, Range is Smarts), Bless (*Boost/Lower Trait*), Curse (*Boost/Lower Trait*), Living Zombie (*Puppet*, victim must ingest zombie powder), Raise Dead (*Zombie*)

Gear: Various fetches and focuses

Tags: Earthly, Soul

LIVING ZOMBIES



Living zombies are not undead, nor are they supernatural. They are living humans that are brought under the spell of a houngan or Manbo, a Haitian priest that uses a concoction of music, incense, drugs, and brainwashing to overcome the free will of their victim. The drugs are a potent mixture with its primary ingredient being the poison from the puffer fish. Once this ritual

is complete, the person is now considered a zombie and is under the complete control of the priest. They are not the mindless brain-eating brute from the movies but are generally very singularly tasked and appear in a death-like state as they do the houngan's bidding. For more on living zombies see **Wheels Up!**, page 11.

Quote: "Haitians do not fear zombies, they fear becoming a zombie against their will." (<http://www.umich.edu/~uncanny/zombies.html>)

Intel: Unsettling rumors continue to come out of Haiti of the continuing practice of Voodoo to create a tireless workforce of zombies used to build housing in bleak areas affected by the 2010 earthquake and the 2016 hurricane. Authorities have turned a blind eye to the practice citing the greater good the act is generating for the rest of the population.

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d6, Notice d4

Charisma: —; **Pace:** 4; **Parry:** 5; **Toughness:** 5

Special Abilities:

- **Fists:** Str.
- **Fearless:** Living zombies are immune to Fear and Intimidation.
- **Cannot Feel Pain:** +2 to recover from being Shaken.
- **Swarm:** Living zombies can gain a maximum Gang Up bonus of +6 instead of the standard +4.

Tags: Earthly, Soul

JESUIT

The clash of methodology between James McDonnell and Paul Kloosterman created a schism between the Jesuit order and CROSS. Given their skills was what drew McDonnell to them as the action arm of the nascent organization, having these highly trained operatives as enemies is a constant thorn in the side of CROSS agents everywhere. For more on CROSS's relationship with the Jesuits, see **McDonnell and the Jesuits Unite**, page 11.



Quote: "The Jesuits are the pioneers of Antichrist...If the members of the Society continue as they have begun, God grant that the time may not come when kings will wish to resist them, but will not have the means of doing so." —Melchior Cano, 1560 (Eric John Phelps, *Vatican Assassins: Wounded In The House Of My Friends*)

Intel: Cavalco reports that his mentor, the ex-communicated Exorcist, Wilhelm Stoger has joined with Jesuits who will accept his promotion of using black magic for the good of the flock due to Kloosterman's own acceptance of similar occult practices.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d4
Skills: Driving d4, Fighting d8, Healing d6, Intimidation d6, Investigation d8, Knowledge (Catholicism) d6, Notice d8, Persuasion d8, Shooting d8, Stealth d6, Streetwise d6
Charisma: –; **Pace:** 6; **Parry:** 6; **Toughness:** 4
Hindrances: Curious, Vow (Minor, Society of Jesus)
Gear: Bible, cross, rosary
Tags: Allegiance to Heaven, Earthly, Soul

JINN

Jinn are supernatural creatures first mentioned in Arabian and later Islamic legend and theology. They have a spirit form like demon spirits, but they also have a physical form that is their natural state. See **The Third Crusade** on page 6 for more on Jinn.

Quote: "The Angels were created from light and the Jinn from smokeless fire." (Saheeh Muslim)



Intel: Karachi, Pakistan — Security guard Mike Morrison reported an incident where he saw a rabbit hopping near him and, in an instant, the rabbit transformed into a cat before finally taking on the shape of a woman. At this point, he scrambled over a 6-foot fence and returned in the morning to find no trace of the woman and his rifle exactly where he left it.

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

Skills: Fighting d8, Intimidation d6, Notice d8, Persuasion d8, Stealth d8, Streetwise d8, Survival d6

Charisma: –; **Pace:** 6; **Parry:** 6; **Toughness:** 5

Special Abilities:

- **Flight:** When in their Smoke Form, Jinn have a Flying Pace of 12" and Climb 2.
- **Generate Smoke:** Jinn can create smoke like the obscure option of the Light/Obscure Power.
- **Immunity:** Jinn are immune to poison and disease.
- **Supernatural Resistance:** Jinn suffer only half-damage from non-magical attacks.
- **Possession:** See **Possession** (page 89).
- **Shape Change:** As an action, a Jinn can make a Spirit roll at –2 to change his form into something else; such as an animal, a reptile, or even a human being. Changing back into humanoid form requires a Spirit roll.
- **Smoke Form:** A Jinn may convert its body into smoke. While in this form, the Jinn can maneuver through any non-solid surface. It can seep through the cracks in doors, bubble through water, and rush through sails.
- **Weakness (Binding):** Jinn can be bound to a talisman like a ring or a bottle.

Tags: Earthly, Supernatural, Spirit

LEVIATHAN

The Leviathan is a sea monster referenced in the Old Testament. Modern researchers suggest that Biblical writers were describing a large crocodile or a whale, but Saint Thomas Aquinas wrote that the creature was actually a Prince of Hell and the figurehead for the Deadly Sin of Envy. Whether sea creature or demon, the creature is massive and was sighted as recently as 1955. A single scale from his body can be fashioned into a large shield which is impervious to fire and is considered to be one of the hardest substances on Earth (See **Leviathan's Scale Shield**, page 123).

Quote: "That day The Lord will punish, with His unyielding sword, massive and strong, Leviathan the fleeing serpent, Leviathan the coiling serpent; he will kill that dragon that lives in the sea." (Isaiah 27:1, NJB)

Intel: In 1955, a U.S. Navy operation Wigwam was a nuclear attempt to kill the Leviathan. It is assumed that the operation failed, but several scales were recovered that are now housed in the Vatican archives.



Attributes: Agility d6, Smarts d6 (A), Spirit d10, Strength d12+10, Vigor d10

Skills: Fighting d10, Intimidation d12, Notice d6, Swimming d12

Charisma: —; **Pace:** 12; **Parry:** 7; **Toughness:** 19(3)

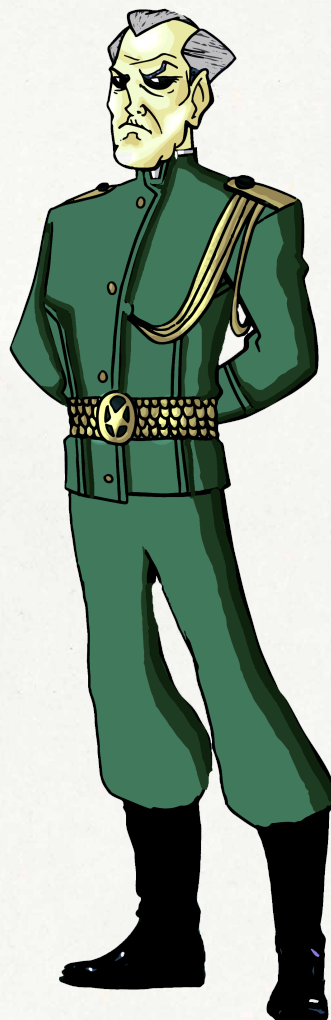
Special Abilities:

- **Aquatic:** the Leviathan breathes water normally, and can breathe air for short periods, though it can't move on dry land. It swims at Pace 12.
- **Armor +3:** Thick scales. These scales are Heavy Armor, and can only be pierced by Heavy Weapons.
- **Bite:** Str+2. This bite is treated as a Heavy Weapon.
- **Crush the Hull:** With an Agility roll, the Leviathan can hurl itself up out of the water and onto a vessel, doing d12+19 damage, minus the target's Size rating. This ignores the vehicle's armor. This attack is treated as a Heavy Weapon.
- **Fearless:** There's really nothing big enough to scare this beast.
- **Gargantuan:** Opponents get a +4 to all attack rolls.
- **Size +9:** The Leviathan is estimated to be up to 125 ft. long, head to tail.

Tags: Earthly, Soul

NEW RUSSIAN EMPIRE

The New Russian Empire is the brainchild of Yuri Marchenko. Long before its creation, Yuri grew up during WWII and the subsequent Cold War. As a teen, he became deeply interested in the security of his nation and joined the Red Army. He worked in counterintelligence and moved swiftly through the ranks. He received the rank of Colonel-General before being offered a job in the KGB. This is where he really wanted to be, handling massive amounts of sensitive material. His contributions to Cold War espionage were well regarded. However, with the fall of the U.S.S.R, he began to see Russia as a weak player in a game that he wanted to compete in. He began squirreling away thousands of classified KGB documents in both paper and computer format



Seriously? Is he Tarkin or Dr. Drakken? Ask Cobblers to get me a different photo. There must be one in our KGB extracts.

to hidden locations. He kept personal copies of numerous U.S. technology projects from WWII forward. He also got copies of all of the heinous data collected during Hitler's prominent years. When the KGB was disbanded, Marchenko's crimes became clear, but he had already disappeared with all of his secrets.

Together with a small contingent of loyal staff, Marchenko continued his quest to make Russia into the strongest world power, even devising plans to conquer Moscow. This was when he started calling his organization the New Russian Empire.

Marchenko has so much intelligence that it has taken him years to form a viable plan that takes advantage of the best facets of it all. Over time, he has built labs into abandoned Soviet installations all over Russia and the former Soviet Union. Paying his staff with embezzled KGB money he now has a brain trust of loyal Russian scientists hanging on his every word.

Marchenko imagines himself ruling much of Europe and Asia. He feels he sits on a gold mine of raw materials and with just a bit of honing he can use the gift of technology, paranormal powers, and political knowledge to be more successful than Stalin.

Quote: "Ignorance is always at the root of failure." (Marchenko on why empires fall)

Intel: Marchenko has been sourcing black market cybernetics and has been funding a project called "Atomic Cyborg".

YURI MARCHENKO

Attributes: Agility d6, Smarts d12, Spirit d8, Strength d4, Vigor d4

Skills: Fighting d6, Intimidation d6, Investigation d8, Knowledge (Ancient World) d8, Knowledge (Espionage) d10, Knowledge (Eugenics) d10, Knowledge (Mythology) d10, Notice d6, Persuasion d8, Shooting d6, Survival d6, Taunt d8

Charisma: -; **Pace:** 5; **Parry:** 5; **Toughness:** 4

Hindrances: Elderly, Vow (Minor, Become ruler the of Russia), Wanted (Minor, Russian government)

Edges: Command, Connections, Leader of Men, Linguist, Strong Willed

Gear: Makarov PM (8/16/25, 2d6, Shots 8, AP 1, Semi-Auto)

Tags: Earthly, Soul

ASENA & THE GREY WOLVES

Asena is a mythical she-wolf from the Göktürks, a nomadic group of Turkic people from medieval times. She was imprisoned in her den ages ago; however, after poring over numerous lycanthrope legends collected from Russian, Italian, and German sources, Yuri Marchenko found and rescued her. In thanks to Marchenko, she has created a bloodthirsty pack of werewolf followers called the Grey Wolves that do the bidding of Marchenko when he requests it.

Quote: "Mamma told you the first one is always the hardest. Just relax and you will enjoy it." (Asena on a pup's first kill)

Intel: CROSS researchers have been tracking several expeditions to Mongolia to find the lost city of Ötüken, ancestral homeland of the Turkic people. Manger analysts have now connected the benefactor of these endeavors to Asena.

WEREWOLF FOLLOWERS

Asena and her followers have many things in common with werewolves of myth, legend, and cinema, but most importantly, only Asena can infect others with her lycanthropy. Additionally, they have no weakness to silver and can change from man to werewolf at any time with no regard to the state of the moon.

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

Skills: Climbing d8, Fighting d10, Intimidation d8, Notice d6, Shooting d8, Stealth d8, Tracking d10

Charisma: -4; **Pace:** 6; **Parry:** 7; **Toughness:** 10(4)

Hindrances: Bloodthirsty, Vow (Minor, Protect pack), Wanted (Minor, Turkish Government)

Special Abilities:

- **Armor +4:** Tough hide.

- **Claws/Bite:** Str+d8.

- **Fear -2:** Werewolves chill the blood of all who see them.

- **Infravision:** Werewolves can see in the infrared spectrum, ignoring attack penalties for Dim and Dark lighting.

Gear: AK47

Tags: Earthly, Soul



ASENA

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

Skills: Climbing d8, Fighting d10, Intimidation d8, Notice d8, Persuasion d8, Shooting d6, Stealth d10, Survival d10, Tracking d10

Charisma: -; **Pace:** 6/10; **Parry:** 7; **Toughness:** 11(4)/19(4)

Hindrances: Arrogant, Vow (Major, Protect pack), Wanted (Minor, Turkish Government)

Edges: Command, Common Bond, Followers (x5), Killer Instinct

Special Abilities:

- **Armor +4:** Tough hide.

- **Claws/Bite:** Str+d8.

- **Infravision:** Asena can see in the infrared spectrum, ignoring attack penalties for Dim and Dark lighting.

- **Infection:** Anyone slain by Asena has a 50% chance of rising as a werewolf themselves, becoming Asena's thrawl.

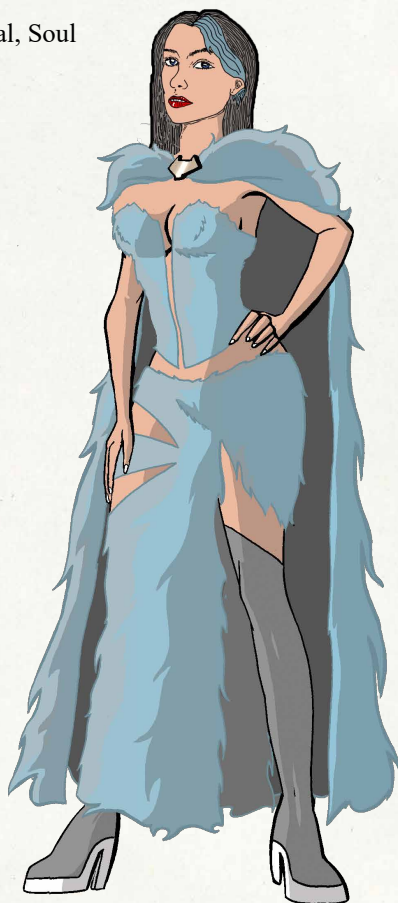
- **Thrawl:** Victims infected with Asena's lycanthropy are in Asena's thrawl. In general, the victim will want to continue to be in Asena's power, but if a Hindrance would cause them to rebel, then they can try to break Asena's spell with either Smarts or Spirit vs. Asena's spirit. If they succeed, Asena can never again bring that victim under her thrawl.

- **Giant Wolf Form:** As an action, Asena can draw all of the werewolves in the area into herself and shapeshift into a massive grey wolf.

This adds the following special Abilities:

- **Fear -2:** Asena's wolf form chills the blood of all who see it.
- **Improved Frenzy:** When in her Giant Wolf form, Asena may make two Fighting attacks with no penalty.
- **Large:** Attackers add +2 to their Fighting or Shooting rolls when attacking this wolf due to its massive size.
- **Size +8:** Asena's wolf form is massive at over 40' long from nose to tail.

Tags: Earthly, Supernatural, Soul



PRI-MEN

Using recently uncovered secret formulas, Marchenko's scientists have revised the program ordered by Soviet dictator Joseph Stalin to create Planet of the Apes-style warriors by crossing humans with apes.

In the mid-1920s, Russia's top animal breeding scientist, Ilya Ivanov, was ordered by Joseph Stalin to turn his skills from horse breeding to the quest for a hybrid super-warrior.

Ivanov performed numerous expensive experiments with apes, chimpanzees, and other primates, but they all failed. For his costly failure, he was exiled in disgrace and died soon after, reportedly falling sick while standing on a freezing railway platform.

Today, science has determined that man and primate are incompatible for breeding, but Yuri Marchenko gave Ivanov's research

to his genetic experts and they were able to solve the incompatibility problems creating three successful primate hybrids.

Marchenko has begun using the Pri-men for some of his missions as a sort of special forces unit.

Quote: "I want a new invincible human being, insensitive to pain, resistant and indifferent about the quality of food they eat." (Joseph Stalin)

Intel: Ape-men have been reported in various locations in the former U.S.S.R. Manger agents have discovered that the bulk of these are located near known and suspected ex-KGB offices. The suspicion is that Marchenko continues to expand his knowledge of Cold War era intelligence.

Ⓜ MUROMETS

Muromets is a cross between a silverback gorilla and a Russian soldier. He is named after Ilya Muromets, a legendary Russian knight or Bogatyr. He takes the name very seriously and has become the leader of this ape trio. He is the biggest and strongest of the apes but is well toned, so he is lightning fast as well. He is the best conventional fighter of the bunch.



Attributes: Agility d8, Smarts d6, Spirit d4, Strength d12, Vigor d8

Skills: Climbing d10, Fighting d10, Notice d6, Riding d8,

Shooting d8, Survival d8, Throwing d10, Tracking d6

Charisma: -; **Pace:** 8; **Parry:** 7; **Toughness:** 12 (3)

Hindrances: All Thumbs, Clueless, Loyal

Edges: Brawler, Brawny, Command

Special Abilities:

- **Claws/Bite:** Str+d4 damage.
- **Fleet-Footed:** Muromets can drop to all fours with a Pace of 8 and roll a d8 for running.
- **Leaping:** Muromets can leap 1d8".
- **Low Light Vision:** Muromets ignores Dim and Dark lighting penalties.
- **Size +2**
- **Swinging:** Muromets can move through the treetops at a Pace of 6".

Gear: Plate Corselet (+3 Armor), Collapsible homing spear (Str+d6, +2 to Throwing), Makarov PM (8/16/25, 2d6, Shots 8, AP 1, Semi-Auto), Tungsten Carbide Long Sword (Str+d10)

Tags: Earthly, Soul

UPYR



Upyr is a cross between a kidnapped German scientist and the recently discovered, vampire monkey. This small winged blood-sucking monkey was used to give one of his Pri-men flight. Upyr means vampire in Russian, chosen for him because of his love of eating raw meat and drinking blood. He is a crafty and devious ape, and this has led him to understand humans and the world better than the others. He is the best tracker and can smell the scent of animals throughout the forest. He has the worst temper of the three and attempts to act before the others.

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

Skills: Fighting d8, Intimidation d4, Notice d6, Stealth d12, Streetwise d6, Survival d6, Tracking d10

Charisma: -6; **Pace:** 2; **Parry:** 6; **Toughness:** 8(3)

Hindrances: Bloodthirsty, Mean, Vengeful (Minor)

Special Abilities:

- **Armor +3:** Thick leathery skin.
- **Dodge:** Upyr knows how to use cover, movement, and concealment to avoid being hit.
- **Fear +1:** Anyone who sees Upyr must make a Fear check at +1.
- **Flight:** Upyr has a Flying Pace of 12" and a Climb of 3".
- **Paralyzing Bite:** Characters who are Shaken by Upyr's bite must make a Vigor roll or be unable to move for 1d6 rounds.
- **Size -1:** Upyr is the size of a large dog.
- **Small:** Opponents take a -2 to any attack rolls against Upyr.
- **Slow:** When on the ground, Upyr crawls at Pace 1, and he's unable to run.
- **Sonar:** Upyr can see in complete darkness with a form of sonar; he ignores all lighting penalties. However, when attacking opponents who are standing still (i.e., those who take no action, such as movement or attacking, or who are on Hold), he's at a -4 to attack rolls.
- **Weakness (Nocturnal):** In normal daylight, Upyr takes a -2 to all rolls; reduce this to -1 on heavily overcast days.

Tags: Earthly, Soul

DOMOVOI



Domovoi is a cross between an orangutan and a kidnapped gypsy. He is named after the small house sprite covered in hair from Russian Mythology. He talks mostly in gibberish and is considered by Marchenko's scientists to be a failure. However, the other hybrids have noticed an odd ability in him to sense danger. Due to that, they treat him like a lucky charm. Marchenko worked

with Domo for weeks in private and found proof of an unpredictable precognition, usually manifesting when Domo feels in danger. Now Marchenko sends Domo on all of Muromet's missions and the others are to report back anything unusual Domo says. Domovoi is considered dead weight by the others because he seems more likely to be interested in a particularly green blade of grass than completing Marchenko's missions. Muromets is starting to sense something in Domo that is special, but it hasn't really sunk in yet.

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

Skills: Climbing d10, Fighting d8, Notice d6, Persuasion d6, Shooting d8, Stealth d4, Survival d6, Throwing d4

Charisma: -; **Pace:** 6; **Parry:** 6; **Toughness:** 8(3)

Hindrances: Cautious, Clueless, Habit (Babbles)

Edge: Sweep, Two-Fisted

Special Abilities:

- **Danger Sense:** See Edge in *Savage Worlds*.
- **Long Arms:** +2 with Grappling Attacks.
- **Divination:** With a successful Spirit roll, Domovoi can sleep and receive the answer to a question selected prior to sleep. There is no limit to the length of the answer. He can also receive a vision whenever his Danger Sense roll is successful.

Fleet-Footed: Domo rolls a d8 when running instead of a d6.

Gear: AK-47 (24/48/96, 2d8+1, Shots 30, AP2, Auto), Hard Plastics Armor (Armor +3)

Tags: Earthly, Soul

RE'EM

A re'em is an animal mentioned in the Bible and is thought to be a cross between an ox and a unicorn. Jewish folklore states that the re'em can grow larger than a mountain and has used its massive size to avoid dying in the great flood.

Quote: "Will the unicorn be willing to serve thee, or abide by thy crib? Canst thou bind the unicorn with band in the furrow? Or will he harrow the valleys after thee? Wilt thou trust him, because his strength is great? Or wilt thou leave thy labour to him? Wilt thou believe him, that he will bring home thy seed, and gather it into thy barn?" (Job 39:9-12, KJV)

Intel: While there are no modern sightings of a living re'em, there are several horns that are said to be of a re'em or a unicorn at the Rijksmuseum in Amsterdam, Netherlands.

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d12, Vigor d8

Skills: Fighting d8, Notice d8, Survival d6

Charisma: -; **Pace:** 6; **Parry:** 6 **Toughness:** 8-14

Special Abilities:

- **Fleet-Footed:** The re'em roll a d8 when running instead of a d6.
- **Horn:** Str +d8.

- **Huge:** Re'em can choose to be any size up to Huge. When at least at +4 Size, attackers add +2 to their Fighting or Shooting rolls when attacking the re'em. When at +8 size, the bonus increases to +4.

- **Kick:** Str.

- **Size:** Re'em can choose to be any size from +2 to +8.

Tags: Earthly, Soul



General consensus is that "Unicorn" in JKV version was a mistranslation. Review history of Bible translation mistakes. Could the Vatican be hiding the truth about some species?

SANCTUARY OF SCIFOLOGY



John Driver is the creator and leader of the Sanctuary of Scifology. He is a technological genius and was interested in nothing else besides creating technology and making money. However,

while testing some anti-gravity equipment on his estate, he was abducted by a dying alien named Umnex. The alien promised to give him hundreds of advanced secrets in exchange for a promise that Driver would save the alien once he has created the technology to do so. Driver readily agreed and was returned to his home with all the advanced knowledge written directly into his brain. The next day, he heard on the news of a UFO crash landing that caused a volcano to erupt in Kilauea, a shield volcano on the island of Hawaii. Authorities had found no evidence of the UFO when they investigated. Driver visited the island himself but could find no sign of the alien or his craft. He created the sanctuary to begin the process of organizing the data and finding ways to use it and, eventually, to rescue his alien benefactor.

Quote: "John Driver may terrorize his people, control their every move, and steal their ideas, but does that make him more evil than Steve Jobs? (Lyle Narloch on his days in Scifology)"

Intel: CROSS analysts have correlated land purchases through over twelve shell companies of a large contiguous area of land near Kilauea, a shield volcano on the island of Hawaii. As detailed in the files on Scifology, this is supposed to be where Umnex crashed his ship.

PURE OPERATIVE

Pure Operatives are the lowest members of the sanctuary. They may be newly initiated or members of several years. Pures have to complete numerous missions to get access to the Clean Spirit teachings which grant them access to more of the knowledge and possessions of the sanctuary.

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

Skills: Climbing d4, Fighting d6, Intimidation d8, Notice d6, Persuasion d4, Shooting d8, Streetwise d6, Taunt d6.

Charisma: -; **Pace:** 6; **Parry:** 5; **Toughness:** 11(6)

Edges: Connections, Strong Willed

Hindrances: Arrogant

Gear: Infantry Battle Suit, Laser Pistol

Tags: Earthly, Soul

FREE OPERATIVE

Free Operatives are the highest ranking members of the sanctuary and report directly to Driver. Frees have been given access to all revealed Clean Spirit teachings and have access to any futuristic gear listed in *Savage Worlds*. Free Operatives are Wild Cards.

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

Skills: Climbing d4, Fighting d10, Intimidation d8, Notice d6, Persuasion d8, Shooting d8, Streetwise d6, Weird Science d8

Charisma: -; **Pace:** 6; **Parry:** 7; **Toughness:** 5

Hindrances: Arrogant, Vow (Minor, Scifology forever!)

Edges: Arcane Background (Weird Science), Connections, Strong Willed

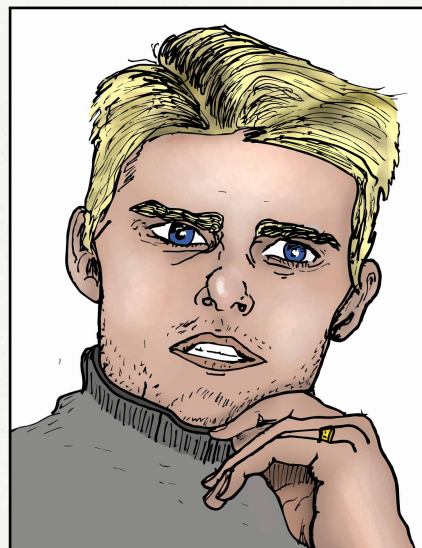
Weird Science: Displacement Belt (*Deflection*, blurs user) or Transporter Disc (*Teleport*)

Gear: Futuristic gear listed in *Savage Worlds*.

Tags: Earthly, Soul

JOHN DRIVER

Driver is a relentless man driven to meet his goals at any cost. His initiates are equally ruthless and merciless as he gives them everything they desire in exchange for their absolute loyalty.



Intel: Research by Internet users have documented a trend showing deteriorating health for Driver with believable photographic support.

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

Skills: Climbing d6, Driving d6, Fighting d10, Intimidation d10, Investigation d10, Knowledge (Computers) d10, Knowledge (Engineering) d10, Notice d8, Persuasion d10, Piloting d6, Repair d8, Shooting d8, Streetwise d6, Taunt d6, Weird Science d10

Charisma: -; **Pace:** 6; **Parry:** 7; **Toughness:** 5

Hindrances: Anemic, Arrogant, Vow (Save Umnex)

Edges: Arcane Background (Weird Science), Connections, Gadgeteer, McGyver, Mr. Fix It, New Power (x3), Strong Willed

Power Points: 10

Weird Science: Brain Buster Raygun (*Confusion*), Displacement Belt (*Deflection*, blurs user), Transporter Disc (*Teleport*), Repulsor Gun (*Havoc*)

Gear: Futuristic gear listed in *Savage Worlds* with enhancements.

Tags: Earthly, Soul

TARASQUE

The Tarasque is a large animal hybrid from Provence, France. The beast has an ox's body covered with a turtle shell, a lion's head with teeth like swords, six stubby bear legs and a scaly tail that ends in a scorpion's stinger. The monster is said to hide in rivers and attack vessels to eat the humans within.

Quote: "To whom Martha, at the prayer of the people, came into the wood, and found him eating a man. And she cast on him holy water, and showed to him the cross, which anon was overcome, and standing still as a sheep, she bound him with her own girdle, and then was slain with spears and glaives of the people." (Jacobus (de Voragine), *The Golden Legend: Or, Lives of the Saints*)

Intel: While there are no corroborated sightings of the Tarasque, it is thought to inhabit Ha Long Bay in Vietnam.

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength d8, Vigor d10

Skills: Fighting d8, Intimidation d8, Notice d8, Stealth d8, Swimming d8

Charisma: —; Pace: 6; Parry: 6; Toughness: 16(6)

Edges: Harder to Kill

Special Abilities:

- **Armor +6:** Scaly unnaturally thick hide protects the tarasque from most attacks.
- **Bite:** Str +d6.
- **Size:** +3.
- **Tail:** Str, Poison (See **Poison** in *Savage Worlds*).
- **Weakness (Holy Water):** When doused with holy water, a Tarasque's Armor doesn't protect him and he will take 2d8 damage.
- **Weakness (Prayer):** A tarasque is susceptible to prayer, and those that pray over the beast will gain +4 to their Persuasion roll when trying to tame him.

Tags: Earthly, Soul

THUGEE

Worshippers of Kali were nearly exterminated by the British in the 19th Century, but now they are reasserting their power so long denied. Thugees are an organized group of professional robbers and assassins. Today, they are dispatched in "gangs" to gain the confidence of their target and eventually rob and murder their

victims. Sometimes their ruse can be very elaborate, going for targets such as digital funds, real estate, and even entire companies. Thugees don't play fair, assume twice as many thugees as PCs.

Quote: "It is hereby enacted, that whoever shall be proved to have belonged, either before or after the passing of this Act, to any gang of Thugs, either within or without the Territories of the East India Company, shall be punished with imprisonment for life, with hard labor." (Thuggee and Dacoity Suppression Acts)

Intel: CROSS's first encounter with Thugees were around the conning of elderly relic owners to give up their relics, sometimes in the family for hundreds of years, so the Thugees can sell them on the black market.

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

Skills: Fighting d8, Intimidation d8, Lockpicking d10, Notice d6, Persuasion d6, Shooting d8, Stealth d8, Streetwise d8, Survival d6

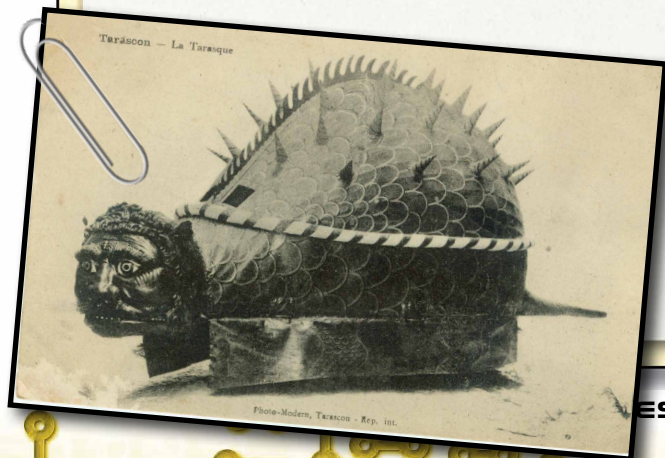
Charisma: —; **Pace:** 6; **Parry:** 6; **Toughness:** 5

Hindrances: Wanted (Major)

Edges: Quick Draw

Gear: Dagger (Str+d4), Poison (See **Poison** in *Savage World*), Garrote (Str+d4, Attacker uses the Grappling rules and a Called Shot at -4 to target the throat. On a success, the target has the wire around their neck and is unable to speak. With a raise, the target is Shaken. Each round the victim must make a Vigor roll opposed by the Thuggee's Strength or gain a level of Fatigue. This can lead to Death, and is only recovered once the Grapple is broken.)

Tags: Earthly, Soul



VENGEFUL ORDER OF THE NEW CATHARS



Guillaume Bélibaste has returned to human form via reincarnation and has created the Vengeful Order of the New Cathars to destroy all that worship the bad God. The Cathars believed that the Catholic's God was a bad god and created all the evil that tempted humanity. The Cathars believed that their god was the good god, and their goal was to purify their souls of evil and sin so they could join the good god in his heaven. Those that died before they attained this level of purity would be reincarnated to strive for that purity again. Guillaume has lived a dozen lives since the Cathars were thought destroyed, but this time he has attained a new level of purity which has unlocked the secret of mental powers. These abilities have allowed him to find other refugees of the old Cathar order, build a new modern order trained in the secrets of the mind, and set out to destroy the evil world that has grown since the Cathars were last together. For more on the history of the Cathars, see **Albigensian Crusade**, page 7.

Quote: "Holy Father, just God of the good spirits, you who are never mistaken, never lie, nor err, nor doubt - for fear of suffering death in the world of the alien God, for we are not of the world and the world is not of us - give us to know what you know and to love what you love." (Cathar prayer from the 13th Century)

Intel: In an unexpected victory, Bélibaste won the race for mayor of Carcassonne. Also unexpected was his closing of Château Comtal, the Cathar castle inside the city of Carcassonne. The of-

ficial reason for the closure: "structural concerns."

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

Skills: Climbing d4, Driving d4, Fighting d4, Healing d4, Investigation d4, Lockpicking d4, Notice d4, Persuasion d6, Psionics d12, Shooting d4, Stealth d4, Streetwise d4, Survival d4

Charisma: -; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Stubborn, Vengeful (Major), Vow (Minor)

Edges: Arcane Background (Psionics), Jack-of-All-Trades, Power Points (x3, Wild Cards only)

Psionics:

The powers Cathars receive through Arcane Background (Psionics) all have trappings of self only. Extras have access to three of the following powers: *Arcane Background*, *Armor*, *Boost/Lower Trait*, *Deflection*, *Environmental Protection*, *Healing*, *Intangibility*, *Shape Change*, *Speed*. Wild Cards have access to six powers either from the Novice list above or from the Seasoned powers *Damage Field*, *Disguise*, *Growth/Shrink*, *Invisibility*, *Quickness*. Finally, Bélibaste has access to all powers.

Tags: Earthly, Supernatural, Soul

WITCH

Witches are people, especially women, who practice magic or sorcery. The concept of the witch is present throughout recorded history and not exclusively with a negative meaning. However, some witches perform occult practice, such as divination, which can open them up to demonic activity and, potentially, possession. Witches may enter pacts with infernal spirits for greater supernatural powers and in exchange do the bidding of these evil forces. For more on the history of witches, see **Witch Trials**, and **Witches' Cone of Power**, page 9.

Quote: A Witch is an Antichrist, opposite to Christ not only in his Works, but in his Person; for a Christ is a God incarnate: so is a Witch (as it were) a Devil incarnate. I do not say, a Witch is the Antichrist; but I am sure, the Antichrist needs be a Witch. (Mi-



chaëlis, The admirable history of the possession and conversion of a penitent woman)

Intel: Thousands of accused witches are imprisoned in huge witchcraft prison camps in Ghana. Catholic missionaries plan to visit the prisons and lobby for their dismantling. Through Edelstein's contacts, CROSS agents will be joining the team to provide safety and intel back to the Manger.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d4, Vigor d4
Skills: Fighting d4, Healing d6, Investigation d6, Knowledge (Arcana) d6, Notice d6, Persuasion d6, Spellcasting d10, Streetwise d6, Survival d4

Charisma: -2; **Pace:** 6; **Parry:** 4; **Toughness:** 4

Edges: Arcane Background (Magic), New Power (x2), Power Points (x2)

Hindrances: Outsider, Stubborn, Vengeful (Major),

Power Points: 20

Spells: *Beast Friend, Boost/Lower Trait, Shape Change, Slumber, Summon Ally*

Gear: Various fetches and focuses

Tags: Earthly, Soul

NEW FOREST COVEN

The New Forest Coven is a group of witches that was founded in the early 20th century and operates in the New Forest region in southern England. After operating for several years, it attracted the attention of Gerald Gardner, famous for bringing the religion of Wicca to the public, who joined their coven. As detailed in **Witches' Cone of Power**, page 9, the coven attempted to enter Hitler's mind and cast doubt on a successful invasion across the English Channel. Whether successful or not, the coven has continued their efforts to use the occult to manipulate the modern world.

Today Nytingail "Tinny" Mason is the leader of the coven and is as devoted as any in the coven's history. She comes from a family originally from the West Country in South West England. The area is often poked fun at as the place where unsophisticated country people or yokels come from. Tinny is, indeed, a bit slow but good-natured and well-meaning; sadly, her new husband Reginald Smith wants to take the group back to its darker roots. He has begun manipulating their objectives and pushing them towards darker research and rituals. Reginald tells them that the modern world needs their help and many of the members agree. Tinny loves her husband but feels that he is perverting her legacy. She continues to search for a solution as her coven becomes more and more evil.

Quote: "Persecution against witches continues to this day. It's out of ignorance and fear as it is with anything people don't understand. This is why we do our rituals in secret." (Tinny on witch persecution.)"

Intel: Smith has long been on CROSS's radar, but his interest in demonology has been pure research thus far saving him from an encounter with CROSS field agents. However, since his association with New Forest, he has begun purchasing expensive tomes for his research that has caused some concern for analysts in the Congregation of Information Services.

YAKUZA

The yakuza are members of several multi-national organized crime syndicates that originated in Japan. The yakuza are known for their strict codes of conduct and violence. The theft of data from the yakuza controlled Konichiwa Industries made CROSS an enemy of the yakuza. While yakuza are often considered loud, brash, and reckless, the majority are tactful and clever. They do not need to murder an enemy if they can ruin them through social media or legal means. Due to the strict gun laws in Japan, the yakuza are even considering abandoning firearms and rely on martial arts when there is a need for violence. For more on the yakuza in CROSS's history, see **Enter the Iron Shroud**, page 14.



Quote: "We are yakuza. When your ancestors were shepherds still screwing sheep on the Mediterranean coast, ours were the crime lords of Asia." (Lady Tanaka, *The Punisher*, 1989)

Intel: After the Fukushima earthquake, yakuza goodwill has expanded their influence in the area. Chatter has been picked up that as their ranks expand once again, they plan to expand their international influence.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Fighting d8, Intimidation d8, Notice d6, Persuasion d6, Shooting d8, Streetwise d6, Taunt d6

Charisma: -; **Pace:** 6; **Parry:** 6; **Toughness:** 5

Edges: Connections, Martial Artist, Strong Willed

Hindrances: Vow (Vow of Allegiance), Wanted (Minor, Japanese Police)

Gear: Katana (Str+d8)

Tags: Earthly, Soul

Known yakuza Danny Hara may have purchased the samurai sword that killed Paul Tsan prior to the incident.

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Page 132: "Body Building, Muscular Build, Human Muscle" Image ID: #41211088 by olegdudko (https://www.123rf.com/profile_olegdudko).

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Page 154: The Punisher, 1989.

CATHOLIC TERMS

TERM	DESCRIPTION
ABSOLUTION	Forgiveness of sins by a priest.
ABBESS	A woman who is the head of an abbey of nuns.
ACTUAL GRACE	Temporary intervention by God to help a person avoid evil and be more righteous.
ACTUAL SIN	Evil acts, whether in thought, word, or deed, that a person commits.
ADORATION	The acknowledgment of God as God, creator, and savior, Lord, and Master of everything that exists through worship and prayer. Frequently practiced by Catholics towards the Eucharist held in a Monstrance.
ANNUNCIATION	The angel Gabriel's announcement to the Virgin Mary that Jesus was conceived in Mary's womb and he was the true God.
ANOIDTING OF THE SICK	A sacrament for the purpose of healing the sick.
APOCRYPHA	Biblical or related writings not forming part of the accepted canon of scripture.
THE APOSTLES	The twelve primary disciples of Jesus.
APOSTOLIC SUCCESSION	The transfer of authority, power, and responsibility conferred through the line of succession of bishops stretching back to Jesus's original apostles.
ARCHBISHOP	The chief bishop responsible for an archdiocese, usually a group of districts under the authority of several bishops.
ASSUMPTION	The taking of the body and soul of Mary, by God, into Heaven.
BAPTISM	A sacrament that frees a person from Original Sin and personal guilt and makes him a member of Christ and His Church.
BEATIFICATION	Declaration by the Church that a deceased member of the flock lived a holy life, is now in Heaven, and the Church has verified that the person has performed one miracle after death.
BENEDICTION	Blessing of persons or objects.
BISHOP	Successor of the apostles and a senior member of the clergy, generally in charge of a diocese and empowered to confer holy orders.
BLESSED SACRAMENT	The elements of the communion supper, bread, and wine, which become the body and blood of Christ. It is offered at the altar in the church.
BULL	Public decree, letter, or character issued by the pope.
CANON	Church law laid down by the pope.
CANONIZATION	An infallible declaration by the pope that a beautified Christian has performed a second miracle beyond the grave and is worthy of veneration by the entire Roman Catholic church.
CAPITAL SINS	The seven causes of all sin: envy, gluttony, greed, lust, pride, sloth, and wrath.
CARDINAL	A Roman Catholic dignitary elected by the Pope and in turn elects a new pope.
CATECHISM	A systematically arranged body of church teaching.
CHALICE	A cup, usually made of precious metals, that is used to contain the wine which is to be consecrated in the mass.
CHARISM	An extraordinary power, such as the ability to perform miracles, given directly to a person or group for the good of the Church.
COMMUNION	Reception of the Eucharist.
CONFESSION	Revealing all sins committed since baptism to a priest who in returns absolves those sins through the power of God.
CONFESSIONAL	A seat or compartment where a priest listens to a person reveal his sins.
CONFIRMATION	A ceremony at which a baptized person affirms his Christian belief and is admitted as a full member of the church.
CONGREGATION	A gathering of people for worship.
CONSECRATION	When a person or thing is made sacred by God through a priest's action.
CONTRITION	Sorrow and regret for having sinned.
CONVENT	The location where a community of nuns live.
CRUCIFIXION	The execution of Jesus Christ upon a cross at Calvary.
DEACON	An ordained minister, below a priest in rank.
DIOCESE	A group of parishes presided over by a bishop.

TERM	DESCRIPTION
DIOCESAN PRIEST	A Roman Catholic priest that commits himself to a particular geographic area and is ordained to serve the citizens of a diocese.
DULIA	Deep respect paid to saints and angels as the servants of God.
EFFICACIOUS GRACE	The irresistible inward call that inevitably brings a person to Christ.
ENOCHIAN	Enochian is the written language of angels and when inscribed on items can give them supernatural powers.
ESV	English Standard Version
EUCCHARIST	The ceremony commemorating the Last Supper where bread and wine are turned into the body and blood of Christ and consumed.
EXCOMMUNICATE	The punishment of cutting off a person from receiving the services of the Catholic Church.
EXTREME UNCTION	A sacrament given to a person who is ill or in danger of dying.
FAMILY MINISTER	A layperson that supports other members of the congregation with family matters like parenting and marriage education, illness, disability, and death.
THE FATHER	The First part of the Trinity that makes up God along with the Son and the Holy Spirit.
FATHERS OF THE CHURCH	Early church teachers in the first five centuries of the Christian church.
FELLOWSHIP MINISTER	A layperson that specializes in coordinating social activities after Mass.
FILIOQUE	A term that means "and from the Son" which enforces the position that the Holy Spirit proceeds from both the God and Christ.
FIRST COMMUNION	The initial time communion is taken by a person.
THE FLOCK	The members of the Catholic church who are not in the clergy. The Laity.
THE FLOOD	A global flood perpetrated by God to destroy the world and remake it saving only Noah's family and a menagerie of animals.
FRIAR	A member of a religious order of men that takes vows of poverty, chastity, and obedience in service to society.
FONT	A bowl used to contain water used for baptism.
GRACE	The unexpected and undeserved love and mercy given by God to man.
GUARDIAN ANGEL	An angel assigned by God to each person to guide and protect them.
HABITUAL GRACE	The perpetual quality of the soul to live and act in keeping with the Catholic faith.
HAIL MARY	A prayer addressed to Mary, mother of Christ, asking her to pray for sinners.
HERESY	A public belief or opinion profoundly at odds with Christian doctrine.
HOLY CHRISM	Oil used in various rites to strengthen persons or things to turn away the temptations of evil and sin.
HOLY ORDERS	A sacrament where men, bishop, deacons, and priests are given the power and grace by a bishop to perform their sacred duties.
HOLY SEE	The office of authority for the Roman Catholic Church located in Rome and led by the pope.
HOLY SPIRIT	The third part of the Trinity that makes up God along with the Father and the Son.
HOLY WATER	Water that has been blessed by a priest used to bring a blessing to a person or thing when applied.
HOST	The bread in the communion that is changed into the Body of Christ.
HYPERDULIA	Veneration given only to Mary, mother of Jesus.
IMMACULATE CONCEPTION	The teaching that Mary was conceived without original sin.
INDULGENCE	Reduction of the amount of punishment one has to undergo for sins in Purgatory.
INFALLIBILITY	The teaching that in pronouncing dogma the pope can never be in error.
INQUISITION	The court established by the Catholic Church to suppress heresy.

TERM	DESCRIPTION
INRI	Abbreviation of the Latin words meaning, Jesus of Nazareth, King of the Jews.
JESUIT	A member of the religious order of male priests in the Catholic Church that is officially known as the Society of Jesus.
JUDGMENT DAY	The judgment of humankind to take place at the end of the world; Last Judgment.
KJB	King James Bible
LAITY	The members of the Catholic church who are not in the clergy. The flock.
THE LAST SUPPER	The final meal Jesus shared with the Apostles in Jerusalem.
LATRIA	Worship allowed to God alone.
LAYPERSON	A non-ordained member of the church.
LEGATE	A member of the clergy representing the pope.
LENT	A period preceding Easter devoted to fasting, abstinence, and penitence.
LIMBO	The place where the spirits of babies who die without baptism reside.
LITANY	A prayer in which a member of the clergy recites a set of sentences and the congregation responds with a set of sentences.
LITURGY	The format that is followed in the performance of public worship services according to specific beliefs, customs, and traditions.
MADONNA	An additional title for the Virgin Mary.
MAGISTERIUM	The teaching authority of the Catholic Church that has the right to interpret God's words.
MASS	The consecration of the Eucharist as a central act of worship.
MISSAL	A book that contains the texts used in the Mass.
MONASTICISM	The act of removing oneself from public society, often to a remote location, for spiritual improvement and prayer.
MONK	A member of a religious order of men living under vows of poverty, chastity, and obedience.
MONSTRANCE	A viewing receptacle for a wafer of the Eucharist.
MORTAL SIN	An act of transgression against God's Law that is grave, committed with full knowledge and committed deliberately and with complete consent.
MUSIC MINISTER	A layperson that specializes in support of the music at Mass and other worship events.
MYSTIC	A mystic is a person who is specially chosen by God to receive mystical gifts and graces, which are freely given to the individual by the express Will of God. A mystic is chosen by God to accomplish a specific purpose within the Church, for the salvation of souls.
NJB	New Jerusalem Bible
NUN	A female member of a cloistered community living under vows of poverty, chastity, and obedience.
ORDINATION	Conferring the sacrament of the holy orders on a person. Making a person a priest.
ORIGINAL SIN	The sin all people inherit from Adam due to his sin in the Garden of Eden.
PARISH	A subdivision of a diocese presided over by a priest.
PARISH PRIEST	A parish priest (also known as a pastor) is a priest appointed by a bishop to represent him in a small region called a parish.
PASSION	The sufferings of Jesus from the Last Supper to His Crucifixion.
PASSOVER	Jewish festival in Spring that commemorates the liberation of the Israelites from Egyptian slavery.
PENANCE	The act in which a member of the Church confesses sins to a priest and receives absolution by way of performing special prayers or deeds.
PENITENCE	The act of showing sorrow and regret for sin.
PETER	One of the Apostles and first pope according to the Roman Catholic Church.
PIETY	The quality of being religious or reverent.
POPE	A bishop that is the successor of Peter as the head of the Roman Catholic Church.
PRESUMPTION	The erroneous viewpoint that a person can attain salvation without doing God's work.
PRIEST	An ordained member of the Church that mediates between God and man and administers the sacraments to the people of the Church.
PURGATORY	A place of temporary punishment where a Christian is eventually absolved of his sins and can then enter into Heaven.

TERM	DESCRIPTION
RAPTURE	During the second coming, Christ resurrects all dead believers and along with the living believers raises them up to join the saints and be with Him forever.
RELIC	Part of a saint's body or a closely held object that is revered by the Church.
RELIGIOUS SISTER	A female member of the Church who takes the simple vows of poverty, celibacy, and obedience and engages in works of God within the community she lives in.
REPARATION	Making of amends for sins, either one's own or another's.
RELIC	An object that is believed to be a possession or the remains of a saint.
REQUIEM	A mass that is offered for the dead.
RITE	A religious ceremony or act.
ROSARY	A string of beads used to count the components of a prayer.
SACRAMENT	A sacred act instituted by Christ to give His grace.
SANCTIFYING GRACE	A habitual gift that perfects the soul to enable it to live with God.
SAINT	A deceased person that is in Heaven and has been formally canonized.
SCAPULAR	Two small cloth rectangles joined by a string and worn around the neck with the cloth hanging one in front and the other in the back.
SECOND COMING	The prophesied return of Christ to earth at Judgment Day.
SIGN OF THE CROSS	The act of blessing oneself by making the form of a cross with a right-hand sign that sequentially touches the forehead, lower chest, and both shoulders (left than right) while reciting "In the name of the Father, and of the Son, and of the Holy Spirit. Amen."
SOUL	The union of a physical corporal body with a spirit.
SPIRIT	Spirit is life granted by God.
THE SON	The second part of the Trinity that makes up God along with the Father and the Holy Spirit.
SOVEREIGN PONTIFF	The pope.
STATIONS OF THE CROSS	A series of fourteen scenes depicting Jesus's journey from His condemnation by Pilate to his crucifixion and burial.
TEMPORAL PUNISHMENT	Suffering that occurs either in life or in purgatory for sins already forgiven.
TRADITION	The passing down of God's revealed word.
TRANSUBSTANTIATION	The miraculous change by which the bread and wine for communion become the body and blood of the Lord Jesus.
TRINITY	The concept that God is made up of three persons, the Father, the Son, and the Holy Spirit.
YOUTH MINISTER	A layperson that provides ministry to youth. Generally, they are responsible for coordinating activities and opportunities for youth.
VENERATE	To honor, admire, and regard with respect.
VENIAL SIN	A sin that does not deprive the sinner of sanctifying grace.
VIATICUM	Communion given to those close to death.
VICAR OF CHRIST	The pope.
WORKS OF MERCY	Charitable work performed by members of the Church.

SPY TERMS

TERM	DESCRIPTION
AGENT	A person acquiring intelligence for an intelligence service under direction from a handler.
ASSET	An important intelligence source or agent.
BABYSITTER	Bodyguard.
BAGMAN	An agent who collects and distributes money to spies and bribes authorities.
BANG AND BURN	Sabotage operations that include demolition of a target.
BIRDWATCHER	Term used by British Intelligence for a spy.
BLACK BAG JOB	Operations that include secret entry into a location to install eavesdropping devices or steal intelligence.
BLACK OPERATIONS	Covert operations that are not attributable to the organization performing them.
BLACK PROPAGANDA	A piece of disinformation that is deniable by (and not traceable to) its source.
BLACK SITE	Secret facilities that the U.S. government will deny exist.
BLOWBACK	A deception planted abroad by an intelligence agency to mislead another country, which backfires and results in bad consequences for the originating nation.
BLOWN	Discovery of an agent's true identity or a clandestine activity's real purpose.
BONA FIDES	Proof of a person's claimed identity.
BRIDGE AGENT	An agent who acts as a courier between a handler and his agent in a hostile area.
BRUSH PASS	A brief encounter where something is passed between case officer and agent.
BUG	A covert eavesdropping device.
BURNED	See compromised.
CANARY TRAP	A technique to find an information leak by providing several different versions of sensitive information to a group of suspects to see which version gets leaked.
CHICKEN FEED	Low-security information provided to an enemy intelligence agency by an agent to establish his bone fides.
CIPHER	A disguised way of writing a message; encode.
CLANDESTINE OPERATION	An intelligence action designed so the action remains undetected.
CLEAN	Information unknown to enemy intelligence.
COBBLER	An agent that creates false passports, visas, and other IDs or documentation.
COMPROMISED	When an operation, asset, or agent is exposed and can no longer remain secret.
COUNTERINTELLIGENCE	The actions taken in order to foil the efforts of rival intelligence agencies.
COVER IDENTITY	An agent's temporary occupation or reason to be in the target area of an operation.
COVERT OPERATION	An action designed to conceal the sponsor of the action, but not necessarily the action itself.
CRYPTOLOGY	The practice of writing secret messages using codes and ciphers to keep them private.
DANGLE	An agent posing as a defector to join a rival agency to retrieve information or provide disinformation.
DEAD DROP	A designated location where intelligence can be left for another party to retrieve.
DECOY	A person used to distract or confuse a target.
DEFECTOR	A person that gives up allegiance to one nation in exchange for allegiance to another.
DISCARD	An agent that is allowed to have their cover blown to protect a more valuable agent.
DOUBLE AGENT	An agent who spies on a target agency while pretending to work for it.
DRY CLEAN	Actions agents take to evade surveillance.
ESCORT	An agent assigned to guide a defector along an escape route.
ESPIONAGE	Obtaining secret information from adversaries.
EXFILTRATION OPERATION	A clandestine rescue operation designed to guide an asset and his family out of a dangerous area.
EXPATS	A person who lives outside of their native country.
EYES ONLY	Intelligence meant to only be seen by the specified person.
FALSE FLAG OPERATION	When an event is thought to be caused by one entity but was actually orchestrated by another organization posing as the entity.
FALSE FLAG RECRUITMENT	When an agent is recruited to one agency but has actually joined a rival organization.
FLOATER	A person occasionally used for an intelligence operation.
FLOATING BOX	When an agency surveils a target by covering him from all angles forming a box that moves as the subject moves.

TERM	DESCRIPTION
FRONT	An organization set up and controlled by another organization to keep the parent organization's name hidden.
GHOUL	Agent who collect names of the deceased by searching obituaries and cemetery records for use in covers.
GREY MAIL	A person who may expose an intelligence operation if arrested or placed on trial.
HANDLER	An agent who is responsible for manages other agents in operations.
HARD TARGET	A target that is hard to place under surveillance.
HONEY POT	A trap set to capture, compromise, or kill a target by using sex as a lure.
HUNTING PACK	Surveillance team.
INFILTRATION	Secret placement of an agent in a target area.
INTELLIGENCE	Information concerning an adversary and its plans; an organization that engages in gathering such information.
JOE	An agent in deep cover.
L-PILL	A poison pill used by agents to commit suicide. L stands for Lethal.
LEGEND	An agent's fake background heavily supported by documents and memorized details.
MOLE	An agent of one organization sent to a target organization to gain employment and provide intelligence back to his employers.
NAKED	An agent operating without backup or cover.
NIGHTCRAWLER	An agent that scouts entertainment establishments.
NUGGET	The bait offered to a potential defector.
NURSEMAID	An agent that accompanies delegations to foreign countries to prevent defection.
PLAYBACK	The act of providing false information to a target while gaining real information from the target.
POCKET LITTER	Items in an agent's pocket that add authenticity to his or her false identity.
PROVOCATEUR	An agent sent to incite a target to act in a way that will entrap or embarrass him.
RAVEN	A male agent utilized to seduce a target for intelligence purposes.
RING	A group or network of spies or other adversaries.
ROLLED-UP	When an operation fails and an agent is captured.
SAFE HOUSE	A place where an agent can hide himself or someone of value from an enemy.
SANITIZE	To remove all identifying features from a document, firearm, or operation, so that it is difficult or impossible to trace its source back to the owner.
SHOE	A fake passport or visa.
SLEEPER	An agent living as an ordinary citizen in a target nation placed there to be a potential asset for activation when needed.
SOFT TARGET	A person that is not properly trained to avoid surveillance.
SPY	A person who secretly collects information about an enemy.
STEGANOGRAPHY	Methods for concealing information within other non-secret data.
SWALLOW	A female agent utilized to seduce a target for intelligence purposes.
TARGET	Person, place, or thing that is of interest to an agency.
TERMINATED	Assassinated.
THROWAWAY	An agent considered disposable.
TIMED DROP	A dead drop that will be recovered by a recipient at or after a set time.
TRADECRAFT	The methods developed by spies to conduct their espionage operations.
TRAFFIC ANALYSIS	Process for intercepting and analyzing messages in order to recover intelligence from the patterns in communications.
TRIPLE AGENT	An agent who spies on a target agency while pretending to spy for it, but is, in fact, working for the target agency.
WALK-IN	A defector who pronounces his or her intentions by walking into an official installation and asking for political asylum.
WET JOB	An operation with the goal of assassination.
WINDOW DRESSING	Extra materials that are incorporated into a cover story or deceptive activity to help persuade the target or other eyewitnesses that what they are watching is genuine.

GENERATE A PRAYER

<Roll 4d6> *Salutation*, <Patron's name>, <Roll 4d6> *Veneration*, <Roll 4d6> *Petition*.

4D6	SALUTATION	VENERATION	PETITION
4	I beseech thee,	by the incomparable modesty of all thy senses,	I, today offer and consecrate myself to you, and place myself, my family, and all I possess under your most powerful protection.
5	My beloved,	by the sweet perfume which constantly exhaled from thy blessed body,	pray for us.
6	Rise Up,	by the prodigious miracle thou didst perform,	defend us in the hour of hellish battle; be our safeguard against the wickedness and snares of the devil.
7	Hail,	Mighty in word and work,	let Thine enemies be scattered, and let those who hate Thee flee before Thee.
8	O Pure,	Who fortified those wavering in their faith,	negotiate our peace.
9	I pray to thee,	give us courage to choose well,	loosen the sinner's bands and drive all evils away.
10	Govern by all Thy Wisdom,	Our help in ages past,	preserve our lives unstain'd, And guard us in our way.
11	By your intercession, O Blessed,	Most gracious advocate,	pray to the Lord our God for me.
12	Thou kind saint,	have mercy on us,	by your merits and intercession, deliver us from harm.
13	Thanks be to thee,	hear us,	guard us on our way.
14	O most gracious,	thou resplendent star,	may I ever enjoy your protection by faithfully witnessing to Christ.
15	O loving,	full of grace,	if it be for God's greater glory and the good of my person, please intercede for me.
16	Dearest,	My advocate and patron,	come to my aid.
17	O Divine Martyr,	ever blest,	save me from my enemies.
18	O God, who, through the merits of blessed	to thee, I ask, for help,	I beg of you to remember me in this hour.
19	God of mercy, inspirer of	in Your wonderful providence,	save me from evil in your mighty name I ask.
20	I humbly inquire, Great	great wonder-worker,	give strength to your servant in your name.
21	O Most holy	my comforter,	protect me, may it be a helmet of faith and a shield of good will.
22	Most gracious advocate,	My deliverer,	deliver us from evil.
23	Beloved patron,	Who dwelleth on high,	defend me against all the assaults of my enemy.
24	O Glorious	By all your sufferings,	enlighten and protect me, direct and govern me this day.

SECRET AGENTS OF CROSS

ATTRIBUTES

4 6 8 10 12 AGILITY

4 6 8 10 12 SMARTS

4 6 8 10 12 SPIRIT

4 6 8 10 12 STRENGTH

4 6 8 10 12 VIGOR

SKILLS

4 6 8 10 12

4 6 8 10 12

4 6 8 10 12

4 6 8 10 12

4 6 8 10 12

4 6 8 10 12

4 6 8 10 12

4 6 8 10 12

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4 6 8 10 12

4 6 8 10 12

4 6 8 10 12

ABILITY

BENEFIT

MIRACLE PP RANGE DUR. EFFECT

WEAPON

RANGE

DAMAGE

AP ROF**WT****ST NOTES**

RANGE PENALTIES:
S(0)/M(-2)/L(-4)



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