



VILLAIN:

MORTAL:

DEMON:

PLAYER:

STRATEGIES AND TACTICS

steal cars, pick locks

GREED

forgery, graft, embezzlement

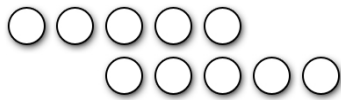


payoffs, bribes

GENEROSITY

status, resources

CUNNING (primary)



PATIENT

spot an ambush

ESPIONAGE

reconstruct a crime scene



quick fix, jury-rig

KNOWLEDGE

education

shoot the unarmed

CRUELTY

beat on the inferior



fair gunfight

COURAGE

fair fistfight

SLY (primary)



OPEN

avoid or escape

COWARDICE

smash obstacles



car chase, balance

ENDURANCE

run a marathon

persuade sinfully

CORRUPTION

comprehend devious motives

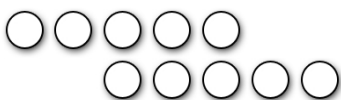


persuade with decency

NURTURE

see someone's best

DEVIOUS (primary)



INSIGHTFUL

tell lies

DECEIT

stand by your wicked ways



convince of your truthfulness

HONESTY

stand by the truth

POWERS

Note the Strategy and Tactic for each power. Dice Pool = Strategy + Tactic.

DEMONIC ASPECTS

DEVILISH DEVICES

SPECIALTIES AND HISTORY



CHEAT SHEET

STRATEGIES AND TACTICS

No **Strategy** or **Tactic** can have more than five dots. No pair of opposed Strategies or Tactics can have more than seven dots between them—they can't overlap.

STRATEGIES

Cunning (Moral): Finding the quickest, easiest solution.

Patient (Moral): Discipline and resolve. If Patient hits zero, you go berserk until you can restore a point of Patient: You can't use **Generosity**, **Knowledge**, **Greed** or **Espionage**; you can't use **In-sightful** for the remainder of the scene.

Sly (Physical): Agility or sneakiness. If a demon host's **Sly** hits zero, further attacks on **Sly** reduce **Open**.

Open (Physical): Straightforward and ordinary. A mortal whose **Open** hits zero will soon die unless someone provides aid. A demon's host who runs out of **Open** can keep acting; further **Open** damage reduces **Sly**. When both hit zero, the host is dying.

Devious (Social): Controlling manipulativeness that seeks to warp others to your way of doing things.

Insightful (Social): Seeing and accepting things as they are.

SLIDING AND REMOVING

To **slide** a dot from a Strategy or Tactic, reduce its value by one and increase the value of the opposite Strategy or Tactic by one: **Cunning** to **Patient**, **Greed** to **Generosity**, **Sly** to **Open**, and so on.

If you must **remove** a dot from a Strategy or Tactic, erase the dot without increasing anything.

If you **add** a dot, fill it in without decreasing anything.

ATTACK RESULTS

Width 2-3: Slide a dot from the Tactic to its opposite. If it's already zero, slide a dot from the Strategy above it.

Width 4: Remove a dot from the Tactic. If it's already zero, remove a dot from the Strategy above it.

Width 5: Remove a dot from the Strategy above the targeted Tactic.

SOURCES OF ADVANTAGE

Each level of Advantage gives +1d or +1 Width.

Minor (+1 Advantage): An embarrassing secret; a surprising but circumstantial or commonplace argument; a small weapon that fits in a pocket; the right set of tools.

Serious (+2 Advantage): A humiliating or deeply disruptive secret; conclusive evidence; a bulky, heavy weapon such as a big pistol, a rifle, a shotgun, or a big sword; elaborate tools.

Extreme (+3 Advantage): A horrendous, life-destroying secret; irrefutable or damning evidence; a heavy weapon such as a machine gun or a rocket, or an appallingly powerful magical sword; ridiculously elaborate and specialized tools and facilities.

SNEAK ATTACKS

Ambusher Width 3+, target gets no set: +3 Advantage for surprise.

Ambusher Width 2, target gets no set: +2 Advantage for surprise.

Both sides get sets but the target can't ruin the ambusher's set: +1 Advantage for surprise.

DEVIIOUS ARGUMENTS

Width 2-3: +1 Advantage for surprise.

Width 4: +2 Advantage for surprise.

Width 5+: +3 Advantage for surprise.

WHAT A SCREWTAPE CAN DO

- Talk to the host when invited. (If the host's primary Sinister Strategy exceeds its Virtuous opposite, the demon is active *all the time*.)
- Help the host build devilish devices.
- Recognize angels, demons and their hosts (unless it's concealed by a power).
- Activate Aspects (if the associated Sinister Strategy is greater than zero).
- Change one of the host's dice to a Master Die. (That slides the Sinister Tactic for the action's line to its Virtuous opposite!)
- If the host's primary Sinister Strategy hits 5, attempt to drag him or her to Hell.

SIN

At the end of every scene, the Screwtape can argue for a Sinister Tactic increase based on how the host behaved.

Cruelty: +1 for killing; +2 for killing in cold blood; +1 **Sly** for a massacre.

Cowardice: +1 for humiliating someone; +2 for torturing someone; +1 **Sly** for killing with a death-trap (a fair one!).

Espionage: +1 for gloating in victory; +2 for ruining a hero; +1 **Cunning** for stealing a rival's lover.

Greed: +1 for stealing something you don't need; +2 for huge ill-gotten gains; +1 **Cunning** for stealing something priceless which you don't need or even like.

Deceit: +1 for openly betraying and mocking someone who trusted you; +2 for actively backstabbing a friend; +1 **Devious** for killing an unsuspecting ally.

Corruption: +1 for making someone your minion; +2 for becoming an institution; +1 **Devious** if a thousand people worship you as their personal god.

REPENTANCE

At the end of every scene, the host's player can argue for sliding one dot off any Sinister Tactic to increase its opposite.

Greed to Generosity: Helping someone with no expected gain.

Espionage to Knowledge: Learning something new and important.

Cruelty to Courage: Demonstrating mercy or protecting someone.

Cowardice to Endurance: Losing a conflict that costs you substantially.

Corruption to Nurture: Admitting to wrongdoing and trying to make up for it.

Deceit to Honesty: Telling a truth that is injurious to you or your interests.

LONG-TERM GROWTH

At the end of a session a demon's host can improve a Strategy. See page 70.