**Strategies and Tactics**

**Villain:**
- Mortal:
- Demon:

**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 Insightful 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.

DEVIOUS 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, or any time its primary Sinister Strategy exceeds its Virtuous opposite.
- 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!)
- Refuse to do any of those things.
- If the primary Sinister Strategy hits 5, you must attempt to drag the host to Hell.

SIN
At the end of every scene, the Screwtape can argue for a sinister trait increase based on how the host behaved.

- **Cruelty**: +1 for killing; +2 for torturing someone; +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 a dot from any Sinister Tactic to 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 the host can improve a Strategy. See page 70.