



VILLAIN:

MORTAL:

DEMON:

PLAYER:

STRATEGIES AND TACTICS

steal cars, pick locks **GREED** *forgery, graft, embezzlement*



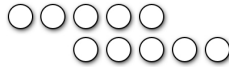
payoffs, bribes **GENEROSITY** *use status or resources*

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

dodge, avoid, escape **COWARDICE** *smash obstacles, block attacks*



car chase, balance, disarm **ENDURANCE** *foot race, grappling*

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.

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 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 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.