



VILLAIN: *Unseen Chupacabra*

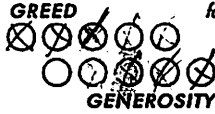
MORTAL: *Claw* *Smith*  
*kid- Kim*

DEMON: *Hanchu the Begrimed*

PLAYER: *Ross*

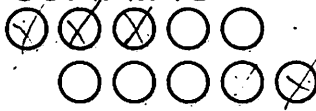
## STRATEGIES AND TACTICS

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



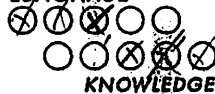
*payoffs, bribes* **GENEROSITY** *status, resources*

**CUNNING**  (primary)



**PATIENT**

*spot an ambush* **ESPIONAGE** *reconstruct a crime scene*



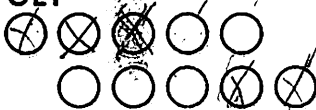
*quick fix, jury-rig* **KNOWLEDGE** *education*

*shoot the unarmed* **CRUELTY** *beat on the inferior*



*fair gunfight* **COURAGE** *fair fistfight*

**SLY**  (primary)



**OPEN**

*avoid or escape* **COWARDICE** *smash obstacles*



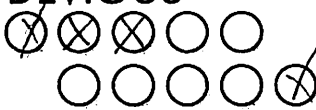
*car chase, balance* **ENDURANCE** *run a marathon*

*persuade sinfully* **CORRUPTION** *comprehend devious motives*



*persuade with decency* **NURTURE** *see someone's best*

**DEVIOS**  (primary)



**INSIGHTFUL**

*tell lies* **DECEIT** *stand by your wicked ways*



*convince of your truthfulness* **HONESTY** *stand by the truth*

## POWERS

*clairvoyant patient + espionage*  
*Alchemy (Cunning Greed)*

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

## DEMONIC ASPECTS

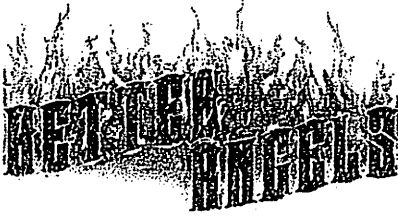
*Claw Hoary - CUNNING*  
*Claw Hoary*  
*Invisible - Devious*

## DEVILISH DEVICES

*Potato gun*  
*combosome - fuel -*  
*+ 4 weapons orange*  
*fragment cache file*  
*Psychic ID - attack w/ Mortalness*  
*Devious + Deceit + 1 Demon Phone*

## SPECIALTIES AND HISTORY

*Claw Hoary - Lucas - Devious*



VILLAIN: Capid Corvid

MORTAL: Bran Roark

DEMON: Balgron the Rotund

PLAYER: David

## STRATEGIES AND TACTICS

steal cars, pick locks

GREED

forgery, graft, embezzlement

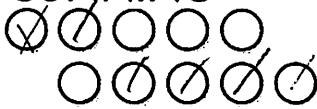


payoffs, bribes

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

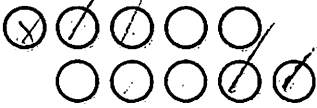


fair gunfight

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

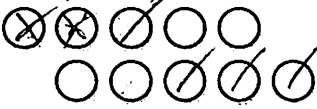


persuade with decency

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

Summon (Cunning + Greed)

Terror (Devious + Cruelty)

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

## DEMONIC ASPECTS

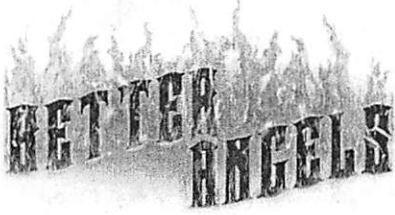
Wings (based on Cunning)

Flame-Wreathed (Devious)

## DEVILISH DEVICES

- Grackle Cannon (+3 weap; attacks Generosity)  
Attacks generosity instead of Open, steals Shiny - Bulky, Every Other Turn
- Bracers of Raven-Thought (Sly + Cruelty; +2 bonus)  
Husien & Murrin
- Utility Belt (minor environment, +1 weapon for attack)

## SPECIALTIES AND HISTORY



VILLAIN: Shifty

MORTAL: Susan Ledbetter

DEMON: Surala the Ever-Truthful

PLAYER: Sara

## STRATEGIES AND TACTICS

steal cars, pick locks

GREED

forgery, graft, embezzlement

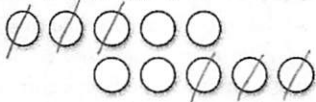


payoffs, bribes

GENEROSITY

use status or resources

CUNNING  (primary)



PATIENT

spot an ambush

ESPIONAGE

reconstruct a crime scene



quick fix, jury-rig

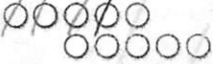
KNOWLEDGE

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

DEVIOS  (primary)



INSIGHTFUL

tell lies

DECEIT

stand by your wicked ways



convince of your truthfulness

HONESTY

stand by the truth

## POWERS

Animal Form  
- Cunning/Espionage

Dominator Strike Nasty +2  
- Sly/cruelty

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

## DEMONIC ASPECTS

Darkness Shroudness  
- Devious

Giant  
- Sly

## DEVILISH DEVICES

Opera Glasses to stun & Freeze  
- easy disarm  
- environmental change

## SPECIALTIES AND HISTORY



VILLAIN: *Master Debaten*

MORTAL: *Charles Adelson*  
*Speech/Theater*

DEMON: *Frank Cooper*  
*from Accounting*

PLAYER: *Bill*

## STRATEGIES AND TACTICS

*steal cars, pick locks*

GREED

*forgery, graft, embezzlement*

*payoffs, bribes*

GENEROSITY

*status, resources*

CUNNING  (primary)



*spot an ambush*

ESPIONAGE

*reconstruct a crime scene*

*quick fix, jury-rig*

KNOWLEDGE

*education*

*shoot the unarmed*

CRUELTY

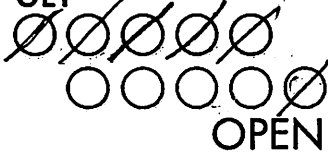
*beat on the inferior*

*fair gunfight*

COURAGE

*fair fistfight*

SLY  (primary)



*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*

DEVIOS  (primary)



*tell lies*

DECEIT

*stand by your wicked ways*

*convince of your truthfulness*

HONESTY

*stand by the truth*

## POWERS

*Impossible Beauty - Dev. Cor.*  
*Summon - Cunning - Greed*

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

## DEMONIC ASPECTS

*Utmost Foulness - Adv. for phys. task*  
*= 1/2 Cunning*

*Clover Hooves - Cunning*

## DEVILISH DEVICES

## SPECIALTIES AND HISTORY

*Crackhouse* *(Demonic, Fast)*  
*Escalade* *Tollin on gold 30's*