



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