

**Types of Evil Spirits**

**Evil Spirits** are the wretched souls of those who have lost their soul before they died. They seek to destroy a person's *spirit* and then seek to *drain* a person's life.

There are three varieties of the Evil Spirits: *Corporeal*, *Non-Corporeal*, and *Animated*.

**Corporeal Spirits** such as ghouls have a physical body and their attacks can be parried as normal. If they attack without a weapon (unarmed combat), then an attack can be made instead of a defensive action and if it succeeds, the spirit's attack will fail (see Unarmed Combat).

**Non-Corporeal Spirits** such as wraiths do not possess a physical body. When these beings attack, they cannot be parried. However, their attacks can be dodged if they are visible. Special weapons are usually needed to harm these spirits.

**Animated Spirits** such as skeletons are created by *necromancers*, who bind them to their will. Killing the necromancer will release the animated spirit. Destroying their physical form will also release them.

**Weaknesses of Demons & Evil Spirits**

\* **Demons** will retreat from the **Cross of Jesus Christ**.

\* **Evil Spirits** have a **Focus**, which is a physical object of personal significance to the dead spirit. If the spirit's focus is physically destroyed, then the spirit will not be able to harm the living.

\* **Holy Water** will harm both **Evil Spirits & Demons**, and will inflict 6d6 damage.

**Miracles & Divine Intervention**

God will intervene to help a person whenever the *Storyteller* chooses.

This intervention can be at the request of the person (through prayer) or not.

\* The chance of *Divine Intervention* occurring is equal to the individual's *piety* score minus a variable percentage, depending on the degree of aid sought.

The likelihood that God will help a person depends on what the person is asking for. Some guidelines include:

**Divine Intervention**

<b>Prayer</b>	<b>Penalty</b>
To Meet the Love of Your Life	- 25%
To Recover from an Injury	- 50%
To Recover from a Disease	- 75%
To Heal a Wound	- 100%
To Recover from Certain Death	- 125%
To Strike Down an Enemy	- 150%
To Drive Away an Evil Spirit	- 75%
To Banish a Demon	- 125%
Resurrection	- 200%
To Cause an Event	- 0 to 100%
To Recover Spirit	- 10% per 1d6
<b>Bonuses (each requires a piety roll)</b>	
The Lord's Prayer	+ 5%
Hail Mary	+ 10%
Intercession of a Saint	+ 25%

**Piety**

<b>Faith</b>	<b>Bonus</b>
Believe in God	+ 10%
Obey Ten Commandments	+ 10%
Pray regularly	+ 5%
Study Scripture	+ 5%
Attend Church	+ 5%
Sacrament of Baptism	+ 5%
Sacrament of Confirmation	+ 10%
<b>Virtues</b>	<b>Bonus</b>
Generous	+ 5%
Humble	+ 5%
Loving	+ 5%
Repentant	+ 5%
Righteous	+ 5%
<b>Service &amp; Vows</b>	<b>Bonus</b>
Sacrament of Holy Orders (Priest)	+ 25%
Vow of Chastity	+ 25%
Vow of Poverty	+ 25%
Vow of Silence	+ 25%
Crusader's Vow	+ 25%
Quest	+ 25%
Fasting	+ 10%
Sacrifice	+ 10%
Service (to the church, etc.)	+ 10%
Works of Charity	+ 10%
Works of Mercy	+ 10%
<b>Sins</b>	<b>Penalty</b>
Prideful	- 25%
Greedy	- 10%
Lustful	- 10%
Angry	- 10%
Gluttonous	- 10%
Envious	- 10%
Lazy	- 10%
Cruel (practices torture, etc.)	- 50%
Practices Witchcraft (Magic)	- 100%
<b>Devotions (temporary bonus)</b>	<b>Bonus</b>
To the Blessed Trinity	+ 10%
<b>Devotions (temporary bonus)</b>	<b>Bonus</b>
To Our Lord Jesus Christ	+ 5%
To the Blessed Virgin Mary	+ 5%
<b>Blessed Artifacts (temporary bonus)</b>	
Praying with a Blessed Rosary	+ 5%
Praying with a Blessed Artifact	+ 5%