

Spiritual Warfare

- * *Evil Spirits & Demons* inflict **spiritual damage** in addition to any normal damage, which is subtracted from a person's spirit.
- * **Non-corporeal spirits** cannot be parried, but may be dodged if they are visible.

1. After a successful hit by an Evil Spirit or Demon, roll *spiritual attack dice*.

1. Subtract **spiritual armor** from the damage inflicted by a spiritual attack.

2. Determine the **severity of the spiritual wound** for additional effects.

3. When a person's **spirit is zero**, their spirit dies, they will lose consciousness and are then susceptible to *life drain*.

4. If a person becomes *unconscious* after receiving a severe spiritual wound, they are susceptible to *life drain*.

5. To **drain** a person's life, an Evil Spirit rolls their spiritual attack dice and subtracts it from the person's **strength** characteristic. Some spirits drain different characteristics.

6. When a person's strength (or other characteristic) is drained to zero, he will die, becoming an evil spirit.

7. Strength loss is permanent unless the victim receives the sacrament of the eucharist or a restoration spell.

Spiritual Wound Chart

Hits	Severity	Effect
1-4	Minor	–
5-9	Light	Chilled
10-14	Serious	Numbed
15-19	Critical	Paralyzed
20+	Terminal	Frozen

Effects of Spiritual Wounds

Chilled: If a person fails their Stun roll, then they will suffer a penalty of –25% to all of their subsequent actions.

Numbed: If a person fails their Stun roll, then they will be stunned for 1 round and then will suffer a penalty of –25% to all of their subsequent actions.

If they pass their Stun roll, then they will only suffer a penalty of –25% to all of their subsequent actions.

Paralyzed: If a person fails their Stun roll, then they will be stunned for 1-6 rounds. They will suffer a penalty of –25% to all of their subsequent actions.

If they pass their Stun roll, then they will be stunned for 1 round and then will suffer a penalty of –25% to all of their subsequent actions.

Frozen: If a person fails their Stun roll, then they will be knocked unconscious and will be completely open to *Life Drain* even if their Spirit score is not at zero. The person will be unconscious for 1-6 minutes.

If they pass their *Stun* roll, then they will be stunned for 1-6 rounds. They will suffer a penalty of –25% to all of their subsequent actions.

Spiritual Wounds to the Arms or Legs

If a person is wounded in the arm or leg, then only the injured limb will be affected.

Actions that do not use the affected limb to not suffer any penalties. A frozen limb will paralyzed for 1-6 minutes.

Spiritual Armor

Prayers

The Sign of the Cross + 5
Liturgy of the Hours + 5

Devotions (only one at a time will apply)

To Our Lord Jesus Christ + 5
To the Holy Spirit + 10
To Saint Joseph + 5
Stations of the Cross + 5

Blessings

An Object, Place, Person or Event + 5
Holy Water + 5

Sacraments

Anointing the Sick + 10
Matrimony + 5

Holy Relics (various) + 1–20

Demon Possession

* **Christians** that have received the sacraments of **baptism** and **confirmation** are **immune** to demon possession.

* *Victims* will not be aware of being possessed.

1. To **resist** possession by a demon, a person rolls equal to or less than their Piety. A demon may make one possession attempt each day.

2. After successful demon possession, the victim will suffer either a mental affliction, sickness, curse or a fate.

3. While possessed, demons can attempt to **control the actions** of the victim as often as desired. The victim can attempt to resist this control with a piety roll.

4. Cures for demon possession are an **exorcism** performed by a priest or through prayer.

Demonic Influence

* *These attacks* will work on believers and unbelievers alike.

1. Fallen Angels roll their **spiritual attack dice** and subtract the result from a victim's **spirit**. One attack may be made each day.

2. A person's **spirit will recover** 1d6 points every day. The sacrament of the **eucharist** will completely restore a person's spirit.

3. When a person's **spirit is reduced to zero**, their spirit **dies**. When this happens the person will suffer the effects of either a mental affliction, sickness, curse or a fate.

4. After the death of the spirit, demons can influence a person, controlling his actions. The victim can attempt to **resist** this control by rolling under their piety +25%.

5. Demons can be **banished** by a priest, and the sacrament of the **eucharist** will restore the person's spirit to its original value.

Dream Warfare

* *Demons & Evil Spirits* that attack a person while he is asleep are engaged in dream warfare.

1. These nightmares can be overcome with a **dream weapon**, which are created by psychics.

2. Dream weapons function like a normal weapon but are used in dream combat.