

NAME

NOTICE THINK

REACT WITHSTAND

REACTIONS

I'M A

(PERSONALITY)

(ARCHETYPE)

WHO

(QUIRKS)

TRAUMA THREE TRAUMA REQUIRES YOU TO SACRIFICE

ADRENALINE SPEND ADRENALINE TO REROLL AND ADD A BONUS DIE

APPEARANCE

I LOOK LIKE:

I'M USUALLY WEARING:

I'M ALWAYS CARRYING:

GEAR

WEAPON. You use Improvised Weapons. Except for the following, you don't keep many weapons around. Choose one more:

- Holy Water (use Luck, +3 against supernatural, one-time use)
- Cane. (use Improve)
- Flashlight. (use Improve)
- Scissors. (use Improve)

HISTORY

LIFE-ALTERING EVENT. What happened?

Choose one or defer this choice until narratively appropriate:

- I died and glimpsed the afterlife—I never want to see that place again.
- Illness claimed the person closest to me.
- A hideous being from the underworld visited me.
- I narrowly escaped the clutches of a cult.
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HISTORY

CONNECTION. Choose one for another player.

- They knew me before I joined the ministry. What were you like then?
- I've been having terrible visions about them. What happens in them?
- They once needed my spiritual guidance. On what matter?
-

DIVINE PROTECTION.

Whenever you take Trauma, roll a die. On a 5 or 6, you take no Trauma.

MY FAITH. You believe in a higher power. Sacrificing this doesn't affect your other traits.

BLOOD ON THE LENS EXORCIST

Your strong conviction stands firm against things of the dark. Maybe you're supernaturally gifted, taught by a mentor, or devoted to study and scripture. Your belief can drive away the unholy, but do you have the compassion to save the unrighteous?

MOTIVE

FEAR

NOTES

PRONOUNS: /

ACTION

Call for divine assistance.

Typical Effects:

- Gain a cryptic sign of the future
- Ward a room against supernatural intrusion
- Determine the nature of a magical threat

NEW ACTION: MIRACLE

Big Effects (When you roll two or more 5s or 6s):

- Exorcise an evil spirit
- Magically burn a supernatural creature
- Magically stabilize a dying person
- Create holy water

CONVICTION. When you spend Adrenaline, you can reroll a second time, and must use the second roll.

BLESS. Bless another player's roll. It succeeds on a roll of 4, 5, or 6. (1/Scene)

ACT OF GOD. Before rolling, you can choose to succeed on a Miracle roll or Weapon roll made against a supernatural threat. (1/Scene)

ACTIONS

AIM

CONVINCE

FORCE

IMPROVISE

INVESTIGATE

RUSH

SNEAK

MIRACLE

CREATING AN EXORCIST

Choose a Personality. Sum up your personality in a word or two.

Pick a Quirk. Come up with something unique, funny, or special about yourself.

Choose your Motive. Your motive is the thing you want or believe in most. This is what drives you on a fundamental level. You have Advantage when acting in furtherance of your motive.

Choose your Fear. Fears stand in the way of accomplishing your motive. These might be simple phobias or abstract ideas, like not knowing where you fit in. The GM can force you to act in accordance with your fear, even when you don't want to.

Actions and Reactions. Gain +1 to any three Actions or Reactions of your choice.

Everything Else. Fill out every box that doesn't have a star for higher levels.

LEVELING UP

Level: ●●●●●●●●

At the start of each episode, the GM gives you two Beats—secret narrative goals written on cards. If you can achieve one of these Beats, reveal that card to the other players and, at the end of the episode, you gain a level.

When you gain a level, fill in that level's dots; this unlocks new Actions and traits.

IMPROVEMENT. Gain +1 to two different Actions or Reactions of your choice.

