



FAITH: THE UNHOLY TRINITY

By MDAnon Version 1.11

INTRODUCTION

Pater Noster, qui es in caelis, sanctificetur nomen tuum. Adveniat regnum tuum. Fiat voluntas tua, sicut in caelo et in terra. Panem nostrum quotidianum da nobis hodie, et dimitte nobis debita nostra sicut et nos dimittimus debitoribus nostris. Et ne nos inducas in tentationem. In nomine Patris, et Filii, et Spiritus Sancti, libera nos a malo, Amen.

On September 21, 1986, two priests arrived at the Martin Family home in rural Connecticut to investigate an apparent case of demonic possession. Only two people would leave the house alive. Haunted by nightmares and searching for answers, a young priest travels down a dark highway to return to the cursed house a year later. You will be starting in 1977, 10 years before the Profane Sabbath. Spend your **1000 Faith** wisely.

ORIGINS

Drop-In - Nameless, unremarkable, perhaps an ordinary citizen caught up in the dealings of the demonic and holy. Perhaps not.

Priest - Man of the Cloth, and Shepard of the Faithful. You are tasked with saving the very souls of all those under your care, and banish those who would seek to corrupt and spread evil upon them. *(You may take the place of John Ward if you so wish.)*

Cultist - Servant of the Dark Powers that be, tainted, corrupted, irredemable. A false shepard to lead all those astray, to snuff out the light, and bring the darkness upon the world for their masters.

Demon - Beings of pure evil and hatred. Hellish abominations that seek to drag all that is good into the pits they crawled from. A cancer upon the world. Perhaps they were once angels before they rebelled, perhaps they were born in the flames of hell. Whatever good they once contained has long since burned away.

PERKS

(Gain a discount for every perk and item under your origin)

==DROP-IN==



Bystander (-100 Faith, Free for Drop-In) - You are especially unremarkable and you will find yourself mostly being ignored by the supernatural so long as you do not actively engage in it. The moment you engage in the supernatural in a way however this protection ends.

Police Officer (-200 Faith) - You may not be an actual police officer however this perk grants you a normal job that holds some authority over the working of the public. So long as you don't abuse your position you should be able to keep it without much effort.

Run Like Hell (-400 Faith) - You are now exceptionally talented in evasion and running away from the horrors of the world. Perhaps you ran track? Regardless if you are ever faced with a situation you cannot handle should you run and do nothing but run you will be able to evade the encounter with a high rate of success.

Lucky Shot (-600 Faith) - Sometimes however there is nowhere left to run, and if there isn't, you at least have the chance to sock the bastard before you go. Your attacks even if they should theoretically do nothing to an entity always deal some damage to said entity. Even if the damage is infinitesimally small it is better than nothing.

Unsuitable Vessel (-800 Faith) - Whether through pure fortune, perfect circumstance, or perhaps a blessing your body, mind, and soul is completely unsuitable for any kind of demonic rites. Your blood might as well be paint, your soul is worthless to demons, and your body repels possessive forces (Unless they are desperate). Additionally you find demonic magics are significantly less effective on you.

PERKS

==Priest==



Ordained (-100 Faith, Free for Priest) - You have taken on the cloth and have become an official priest for your religion of choice. You know every prayer, rite of worship, and canon history that your religious entails. Should you convert to another faith, in the next Jump your knowledge will update for any new religion.



Be Not Afraid (-200 Faith) - All mortal men are afraid, but you are perhaps less so, your mind is more fortified than most allowing you to withstand the influence of earthbending abominations. You are no longer affected by fear and your body, mind, and soul is nigh-immutable towards the corrupting influence of the supernatural.



Fight it John (-400 Faith) - You have become a temple, a fortress against the evils that may besiege it. You are now able to self exorcize yourself even if your mind and body has been completely dominated, your soul remains untouched. This in effect renders you nigh-immune to possession from lesser beings, only Greater Demons perhaps have a chance of

dominating you for good.



Exorcist (-600 Faith) - You are extremely adept at exorcizing spirits, demonic entities, or any sort of supernatural presence from people and places. This ability is entirely dependent on how strong your faith is, but at baseline you are easily able to exorcize Lesser Demons with but a couple seconds of work.

PERKS



Apostle (-800 Faith) - Your soul and body is sufficiently strong enough to withstand the power of gods entering your body. No amount of divine power will ever cause harm to you. Additionally any divine/faith based powers are doubled in potency due to your faith now being unshakable. You could exorcize Greater Demons with just a crucifix alone.

==Cultist==



Cult Indoctrination (-100 Faith, Free for Cultist) - You are versed in the art of manipulation, decite, and all the tactics required to break another's mind. Utilizing these skills you are able to break people in a matter of weeks, and convert them to your followings in an even shorter time afterwards.



A Normal Human Being (-200 Faith) - You are a "Normal Human Being", just like the rest of us. As a Normal Human Being you are able to somehow hide oddities in your behavior, body, and mind. For example you could convince others that you do not infact have a third eye, horns on your head or literal red glowing eyes so long as you atleast attempt to mask them.



Gary Loves You (-400 Faith) - Your brainwashing ability has reached to such a level that you are able to turn father against son, mother against daughter, or perhaps a priest against their own God. Given enough lovebombing, drugs, rituals, and torture, you can effectively shape people like clay if you so please.



Ritualist (-600 Faith) - You now possess a nearly perfect knowledge of demonic summoning rituals, blood sacrifices, and all sorts of demonic rituals which you can utilize towards your own gain. This demonic knowledge updates with each setting you travel to. This however will not teach you the most obscure or difficult of rituals like say "The Rite of Second Death".

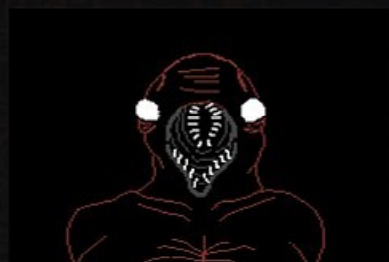
PERKS



Rite of Second Death (-800 Faith) - You now possess the ability and knowledge to perform the rite of second death upon either yourself or others. By stripping their face away and stuffing it with as many infant corpses as possible you are able to open a portal to hell in which demons of unimaginable power may arise from. This process will effectively turn the host/victim into a demonic hybrid which allows them to survive without

their face. Outside of this setting you may choose to have the ability to open portals into other dimensions as well however the method to do so will be slightly different than the portal to hell. If you so choose you may start this jump with a portal to hell already upon your face.

==Demon==



Demonic Physiology (Variable, Required for Demons) - Though your body is incorporeal you will begin with a permanent host which will slowly transmorph into your true form the longer you possess it. The more powerful the demon you are, the longer and more complicated it is to find and possess a host. Choose from one of the following Demonic Forms Below.

Wretch (+100 Faith): Barely even a demonic creature and more of a feral animal. Your body is contorted and changed into a beast-like form resembling that of a human-spider. Though you are strong, in this state you behave more like the feral animal you appear rather than human.

Lesser Demon (-100 Faith, Free for Demons): A demon of respectable strength, these demons usually have a special ability such as short range teleportation in mist, the ability to move invisibly, or becoming invisible. Regardless you can easily kill a mortal man should they be unprepared.

Hybrid (-200 Faith): Usually the only way to become a demon-human hybrid is for a human to be possessed by a demon, which usually transforms the body into a horrific monstrosity. However you have fused almost seamlessly with a human host. You will have the abilities of a Lesser Demon while still possessing a human body. But due to your corrupting influence there will be a minor demonic flaw on your human disguise such as 3rd eye, fangs, or dimly glowing red eyes.

PERKS

Greater Demon (-400 Faith): You now possess a demonic form akin to power to beings such as Malphas or Alu. You will possess supernatural strength, constitution, and demonic magical ability. Unfortunately at this power your pool of potential vessels (should you be exorcized) has been reduced. You will require an exceptionally strong willed host such as a priest to maintain permanence in the material world. While you still can possess regular humans they will not be able to handle your demonic influence long.

THE UNSPEAKABLE (-800 Faith): The greatest form of demon that exists besides perhaps the Antichrist himself. Your form is completely indescribable beyond a massive ball of writhing flailing limbs and a massive bloodshot eye. As a demonic deity you are nigh-unkillable by non divine means (*It would take a small nuke to kill you for reference*). Your strength is near undepletable in both physicality and magic. However this power limits your methods of returning to the physical world should you be exercised. No human body can contain the entirety of your power and in order to enter into the material world you must pass through a host who has succeeded in the rite of second death.



The Unseen World (-200 Faith) - Ability to physically transition to and from into a demonic reflection of the world. It is completely devoid of people however there may be the strange stick dolls and hostile demons lurking in this realm.



You're Mine Priest (-400 Faith) - Demons primarily enter the world through possession of a host, but most are able to be repealed through will or exorcism. You are however are an unusally powerful demon and can dominate other's spirits, mind, and bodies significantly faster and easier. Additionally you know demonic rites that allow for easier possession of a strong willed host.

PERKS



God is Not Here (-600 Faith) - The faith of mortal man is but ash and eggshells beneath your feet. You are unaffected by mortal holy magics and you are able to deconsecrate areas with your mere presence. Finally you have a significant resistance to divine magic.



Antichrist (-800 Faith) - Perhaps you are not the Antichrist yourself but you would make a nearly indistinguishable second. Every demonic ability, form, or power you possess is doubled in power. Almost no mortal can resist your corrupting influence, quickly turning even the most strong willed servant of god into mindless servants from your prolonged corruption. Unfortunately this further increases the difficulty of entering into the physical world and

you will require a perfect host, which may take decades to find should you lose your current one, which would require another Profane Sabbath to even attempt the possession of a new host. which will most definitely come to the attention of the vatican.

ITEMS

(Drop-Ins gain 1 discounted item from each cost range 50CP,100CP,200CP,400CP,800CP)

==General==

Car (-50 Faith) - A standard model reliable vehicle that most people would possess in the 90s. Comes with gas included.

Blood Bucket (-50 Faith) - What it says on the.. Bucket. This is a constantly refilling bucket of blood. It is unfortunately not virgin blood, making it useless for any sort of demonic ritual.

Lantern/Flashlight (-50 Faith) - A handheld flashlight or lamp. The candle/battery will never run out and it is surprisingly resilient to damage/being blown out.

Bible (-50 Faith) - A bible or any other holy book for any faith, updates for any other religion you follow in the future.

ITEMS

Service Weapon (-50 Faith) - A simple service pistol found on most beat cops in America. It's not a very good weapon against the supernatural but who knows you might just get a lucky shot.

==Priest==

A Gun With One Bullet (-50 Faith, Free for Priest) - This rifle only contains one bullet, but it's still a very nice rifle if not beaten and used a little

Sign of the Faithful (-100 Faith, Free for Priest) - A symbol of your faith which you can use to channel your faith/divine power through. As a rule of thumb the stronger your faith the stronger the powers you channel through the sign will be. Merely presenting this sign to demonic entities is enough to begin the process of exorcize however without further rites and prayers the process may be slow, especially for more powerful entities.

Sanctified Shotgun (-200 Faith) - This pump action shotgun and its shells have been sanctified in holy water allowing it to deal incredible damage to demonic entities even to those that are incorporeal. You will be required to sanctify more shells should you burn through your ammo.

Consecrated Sanctum (Variable) - A place of worship and faith, you may purchase any amount of the following.

Temple (-100 Faith, Free for Priest): A Small unnotable temple the size of a small house out in the forest near a small hamlet. Perfect for a retreat from the bustle of modern life. Comes with a small weekly congregation of about 5-20 people

Church (-200 Faith): A proper sized catholic church or otherwise religious site of worship. Comes with a weekly congregation of 20-100 people that you may attend, otherwise another priest of your choosing shall take the place of the preacher should you otherwise be unavailable.

ITEMS

Cathedral (-400 Faith): A mighty monument of faith, this comes with every aspect that any self respecting bishop could need. It contains beautiful works of art upon both the walls, ceilings, and decor. A massive underground tomb complex, a sizable congregation ranging from 100-1000 faithful souls. Additionally if you are a priest you are granted the rank of Bishop or the equivalent for your faith if you so choose. Like the church if you are unable to attend this congregation another bishop of your choosing will manage it.

Basilica (-800 Faith): A sprawling seat of faith almost the size of a city block. You will not want for lavish accommodations, you will tread upon the holiest of grounds where no demon could ever trespass. You will be granted a congregation in the thousands. You shall be granted the rank of Cardinal or its equivalent if you so choose. Should you be unwilling or unable to attend to your flock another archbishop of your choosing will do so in your place.

Relic of Christ (Gauntlet Reward for Priests) - A holy relic gathered from the messiah himself (or equivalent of your religion). This relic endlessly radiates divine power and its mere presence is enough to banish greater demons. Or even damage demonic deities themselves. In effect it doubles the effectiveness of all faith and divine base powers you have when you utilize this artifact for prayer or channeling.

==Cultist==

Cool Sunglasses (-50 Faith, Free for Cultist) - Completely reflective black sunglasses, perfect for hiding your true emotions, making you appear more sinister, and also being a **NORMAL HUMAN BEING**.

Ritual Tools (-100 Faith, Free for Cultist) - A set of tools for performing most common demonic rituals such as a profane dagger, ritual mask, and a couple sets of fancy red cultist robes. Not that you need the last one but what is a cult without style?

ITEMS

Experimental Drugs (-200 Faith) - A set of experimental drugs which induces mania, insanity, delusions, memory loss, and overall loss of inhibitions in anyone who it is injected into. This makes it perfect for subduing potential vessels for demons or new cultists by crushing their willpower and making them easy to control. You can create these injections with common chemicals you find in modern hospitals

Base of Operations (Variable) - It would be rather hard to operate a cult without a base of your faith? You may purchase any amount of the following.

Tunnel Networks (-100 Faith, Free for Cultist): A series of forgotten and abandoned underground tunnels, which you know the layout of by heart, throughout a metropolitan area. Perfect for any criminal activities, kidnapping, and a good hide away spot from the law.

Farm House (-200 Faith): An isolated estate far from civilization, allowing you to isolate, induct, and grow your cult without the threat of law enforcement, or investigation. It is completely self-sustaining too.

Nursery/Hospital (-400 Faith): A Medical or Care facility in which you are able to easily abduct the young or the old for your rituals, worship, and sacrifices. Almost no one will be missed should you keep your abductions sparse. Additionally comes a stream of income from the medical workers, pharmaceutical drugs, and medical supplies.

Apartment Complex (-400 Faith): A large apartment complex under your personal ownership. Besides the rent you can gather from its tenants this building is ultimately a massive supply of sacrifices, potential recruits, and a fortress against siege thanks to the plenty of hostages you can hold.

Eternal Order of the Second Death (-800 Faith) - A massive cult created and led by yours truly. You will be head of this unholy flock containing plenty of potential demonic vessels for greater demons, corrupt politicians at your beck and heel, at least one vessel who has successfully undergone the Rite of Second Death, and all the other benefits you could possess by running a doomsday cult.

ITEMS

The Crucible (Gauntlet Reward for Cultists) - A massive hovering sarcophagus which can be used as a containment field for an almost endless amount of demonic energy. Demonic beings entombed in this sarcophagus are able to recover rapidly from injury or exorcism should they have survived the attempt. It could even hold the UNSPEAKABLE itself if you somehow managed to cram all of it in.

==Demon==

Stick Dolls (-50 Faith, Free for Demons) - It is unclear what these stone headless mannequin like statues exactly are or what their purpose is. All that is known is that they are demonic in nature, and make creepy decorations which tends to ward off most normal mortals.

Cursed Object (-100 Faith, Free for Demons) - Your demonic “Soul” is now linked to this mundane object, such as a book, mirror, or cursed bible, which allows you to manifest and attempt possession of anything around it. Effectively this serves as a “Phylactery” or sorts should you be exorcized. However should it be destroyed you will have to create another one or get one created for you using the ritualist perk, otherwise you will gain a new Cursed Object after 10 years or the next jump.

Godless Haunt (-200 Faith) - A public location of your choosing which you have become a genius loci of. This functions similar to the Cursed Object item however it is much more difficult to exorcize this entire area. Additionally the veil between the Physical World, The Unseen World, and Hell is weak at this point allowing for your demonic abilities or rituals to be significantly stronger.

Suitable Vessel (Variable) - A spare vessel which has been suitably prepared, willing, and is strong enough for your demonic form to inhabit. The cost of this Vessel is equal to half of the cost of the Demonic Physiology form you purchased above. Should you possess this vessel you will find a new vessel in (Vessel Cost/100) years with a minimum of 1 year, however this time is doubled should you purchase the Antichrist perk. You may choose the form and personality of your vessel, however inevitably your possession will alter their base form and override their personality so don't get too attached. You may purchase any number of Suitable Vessels as you can afford.

ITEMS

Unholy Trinity (Gauntlet Reward for Demons) - Build 3 demons with 1000 Faith each. These are not companions, but can be replaced if exorcised should you find a suitable vessel for them. Do remember that the more powerful the demon the longer it will take to find a suitable vessel and will require more complicated rites for each tier of demon.

COMPANIONS



John Ward (-200 Faith) -
PERKS: Every Priest Perk
ITEMS: Car, Bible, Sign of The Faithful
DRAWBACKS: Limp, Nightmares, Faithless



Father Garcia (-200 Faith) -
PERKS: Lucky Shot, Ordained, Exorcist, Be Not Afraid
ITEMS: Sanctified Shotgun, Bible, Sign of The Faithful



Garry Miller (-200 Faith) -
PERKS: Every Cultist Perk
ITEMS: Cool Sunglasses, Ritual Tools, Experimental Drugs, Apartment Complex, Nursery, Eternal Order of the Second Death
DRAWBACKS: Crazy

Canon/Custom/Import (-100 Faith) - Spend 800 Faith on this jump for your imported, canon, or created Companion

DRAWBACKS

Marathon Mode (0 Faith) - Gauntlet Scenario. Completing this Gauntlet Scenario Requires Drop-Ins/Priests to Stop the Day of the Profane Sabbath, and Demons/Cultists to summon the Antichrist. Successfully completing the gauntlet will grant you the Gauntlet reward of your Origin. if you are a Drop-In you will gain a Gauntlet Reward of your choice along with an additional 800 Faith to spend before leaving this jump.

Crazed (+100 Faith) - You are unhinged, a lunatic, a raving madman so much so that even an insane satanist like Gary Miller himself would consider you crazy.

Good Christian Boy (+100 Faith) - As a Good Christian Boy it is expected of you to uphold your faith at all times and through all temptations the world offers you. You will be required to partake in every (Fundamental) religious practice of your religion and abide by all its taboos. If you are a demon you must do the exact opposite at all times.

8-bit (+100 Faith) - The world has taken on the pixelated rotoscope style of the game itself, along with every sound being a 8-bit version of itself. Additionally voices will be replaced with modified or distorted versions of Microsoft SAM.

Nightmares (+100 Faith) - You are accosted with constant nightmares, night terrors, and episodes of sleep paralysis. These dreams will consist of every trauma you have ever faced, and if you have none it will create new ones for you.

Limp (+100 Faith) - You have a very painful limp in one of your legs, so much so that it is agonizing to run or jog. Should you lack a physical form you will feel the phantom pain of a limb based on the speed which you move.

Lamp/Flashlight Mode (+100 Faith/+200 Faith) - For whatever reason be it a psychological or physical disability the world appears extremely dark to you. So much so you have difficulty seeing more than 10ft in front of you. For an extra 100 faith you can choose to have this imaginary darkness limit your vision to 5ft.

DRAWBACKS

Unapproved by the Vatican (+200 Faith, Priest Only) - You have gained the ire or disrespect of your fellow men of the cloth and have thus been excommunicated in all but name. You will not receive any help from other priests besides a few standing radicals such as Father Garcia

Haunted (+200 Faith) - You will constantly be subject to supernatural phenomenon, demonic encounters, and otherwise horrific and traumatic events during your time here. You will not be left wanting for tragedy.

Faithless (+200 Faith) - You will find your faith in either your religion or yourself constantly faltering and weakening. The reason for which is up to you but regardless this will weaken all of your abilities until you are able to restore your faith.

Pacifist (+400 Faith) - You find the use of weapons extremely distasteful even if you are fighting up against literal demons from hell you will almost never consider actual weapons such as firearms or melee weapons.

In The Flesh (+400 Faith, Demons Only) - Instead of starting in a viable host Jump Start you will instead be stuck in Hell or the Unseen World and you must find a suitable vessel to possess in the physical world. You can manifest and possess others for a short time without the proper rites however this control will fade within days if not hours, maybe less if you are more powerful than a lesser demon. If you fail to end this jump with a permanent host it is considered a jump fail and you will forfeit all you've gained here. Gain an additional +400 Faith if you have taken the Antichrist Perk.

Thrall (+400 Faith, Cultist Only) - Instead of leading a cult you will now be a fanatic member of Gary Miller's satanist cult. You will be almost always at risk of abuse, dirty work, and potential sacrifice at his hands. Just remember Gary Loves You, and you love Gary. Gary is a Normal Human Being just like us.

Demon Host (+400 Faith, Non-Demons Only) - You are almost naturally a suitable host for any demonic entity, a fact which every cult within 100 miles has taken note of, You will be accosted by demons and cultists for almost your entire time here.

DRAWBACKS

Day of the Profane Sabbath (+800 Faith) - The day of the Profane Sabbath has come much sooner than expected, instead of happening in 1987 it will occur upon 1979, giving you only 2 years to prevent it. Additionally should you be a priest none of your fellows will believe your claims instead still believing the sabbath to occur upon its original date. You will be alone in this endeavor. If you are a cultist or demon the time of the Profane Sabbath remains the same, except every damn priest in the world will ramp up their efforts believing it will come in 1979 making your life infinitely harder and more dangerous.

NOTES

Your “Religion” is anything that your jumper believes and holds faith in, however it is up to you to justify how it manages to exorcise christian demons.

Should a demon’s host body be killed it is not considered a chainfail, instead your inconporeal spirit is send back to hell or the unseen world. However if you are permanently banished it is considered a chain fail.

For all the item options you may choose to import any preexisting item of a similar nature.