

### Identification card

I.S.E.

International Society of Exorcists



Profession: Exorcist  
ID-No.: KTHLK 001

Goal: Win if your Power of God represents at least 13.  
In addition, you must be pure from all evil, ie, have no demons on your right side.

A Action Exorcist A  
EX Exorcism EX

You directly participate in an exorcism.  
You can recognize one demon (revealing a demon card).  
You can replace one demon after all the demons have been laid out.

R R  
R Responds Exorcist R  
Penande PE  
Roll the die twice.  
If the sum is greater than the Demonic Strength of one demon chosen from your display, you may discard it.

A Action Exorcist A  
IN Investigation IN

Draw 2 investigation cards and take them into your hand.

R R  
R Responds Exorcist R  
Hiding HI  
When you directly participate in an exorcism, roll the die before the expulsion is calculated. If the result is less than the number of exorcists directly involved in the exorcism, you succeed in hiding. If you fail hiding, you must go through with the expulsion. If you don't directly participate, draw an investigation card.

A Action Exorcist A  
PR Praying PR

Roll the die:  
5-6 = -2 demon cards  
3-4 = -1 demon card  
2 = You are spiritually strengthened, and that's it!  
1 = Doubt gnaws at you.  
Draw a demon card and add it to your Power of Evil

R R  
R Responds Exorcist R  
Expulsion Exp  
Play as many investigation cards as you wish. Roll the die after that to obtain your expulsion value! Halve the value, if you are not directly involved in the exorcism.

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Profession: Faith Healer  
ID-No.: HKSPKS 002

Goal: Win if your Power of God is 16 or more stronger than the Power of Evil within you.

A Action Faith Healer A  
EX Exorcism EX

You directly participate in an exorcism.  
You can recognize one spirit that pretends to be another (draw two demons, placing one on the possessed, and discarding the other).

R R  
R Responds Faith Healer R  
Disruption DI  
You can't play any investigation cards.  
To find your disruption value, roll the die and halve the value.

A Action Faith Healer A  
IN Investigation IN

Draw 2 investigation cards and take them into your hand.

R R  
R Responds Faith Healer R  
Hiding HI  
When you directly participate in an exorcism, roll the die before the expulsion is calculated. If the result is less than the number of exorcists directly involved in the exorcism, you succeed in hiding. If you fail hiding, you must go through with the expulsion. If you don't directly participate, draw an investigation card.

A Action Faith Healer A  
PR Praying PR

Roll the die:  
6 = -2 demon cards  
3-5 = -1 demon card  
2 = You are spiritually strengthened, and that's it!  
1 = Doubt gnaws at you.  
Draw a demon card and add it to your Power of Evil

R R  
R Responds Faith Healer R  
Expulsion Exp  
Play as many investigation cards as you wish. Roll the die after that to obtain your expulsion value! Halve the value, if you are not directly involved in the exorcism.

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Profession: Psychologist  
ID-No.: GHRN 003

Goal: Win if your Power of God is the same value as the Power of Evil within you, and both values are at least three.

A Action Psychologist A  
EX Exorcism EX

You directly participate in an exorcism.  
You can recognize one possession disturbance (expose one demon card). After exposing the demon, you can take the weakest demon as a spiritual disturbance off the draw deck.

R Respons Psychologist R  
DI Disruption DI  
To find your disruption value, roll the die and halve the value.  
You can't play any investigation cards.

A Action Psychologist A  
IN Investigation IN

Draw 3 investigation cards and choose 2 to take into your hand.

R Respons Psychologist R  
HI Hiding HI  
When you directly participate in an exorcism, roll the die before the expulsion is calculated. If the result is less than the number of exorcists directly involved in the exorcism, you succeed in hiding. If you fail hiding, you must go through with the expulsion. If you don't directly participate, draw an investigation card.

A Action Psychologist A  
PS Psychoanalyze PS

Roll the die:  
6 = -2 demon cards  
4-5 = -1 demon card  
2-3 = You gain expertise, and that's it!  
1 = Doubt draws you into inaction. Draw a demon card and add it to your side with highest points

R Respons Psychologist R  
Exp Expulsion Exp  
Play as many investigation cards as you wish. Roll the die after that to obtain your expulsion value! Halve the value, if you are not directly involved in the exorcism.

### Identification card

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Profession: Excommunicated Nun  
ID-No.: RSWRF 004

Goal: Win if your stronger side is at least 20 stronger as the your weaker side.

A Action Excommunicated Nun A  
EX Exorcism EX

You directly participate in an exorcism.  
You can recognize one demon (expose 1 demon card).

R Respons Excommunicated Nun R  
DI Disruption DI  
To find your disruption value, roll the die and halve the value.  
You can't play any investigation cards.

A Action Excommunicated Nun A  
IN Investigation IN

Draw 3 investigation cards and choose 2 to take into your hand.

R Respons Excommunicated Nun R  
HI Hiding HI  
When you directly participate in an exorcism, roll the die before the expulsion is calculated. If the result is less than the number of exorcists directly involved in the exorcism, you succeed in hiding. If you fail hiding, you must go through with the expulsion. If you don't directly participate, draw an investigation card.

A Action Excommunicated Nun A  
PR Praying PR

Roll the die:  
6 = -2 demon cards  
3-5 = -1 demon card  
2 = You are spiritually strengthened, and that's it!  
1 = Doubt gnaws at you.  
Draw a demon card and add it to your side with the least points.

R Respons Excommunicated Nun R  
Exp Expulsion Exp  
Play as many investigation cards as you wish. Roll the die after that to obtain your expulsion value! Halve the value, if you are not directly involved in the exorcism.

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Profession: Houngan  
ID-No.: VOODOO 005

Goal: Win if your Power of Evil is at least 16 stronger than your Power of God side.

A Action Houngan A  
EX Exorcism EX

You directly participate in an exorcism.

You always recognize 2 demons (reveal 2 demon cards).

R R  
Respons Houngan  
Disruption DI  
To find your disruption value, roll the die and halve the value, and then add one.  
You can't play any investigation cards.

A Action Houngan A  
IN Investigation IN

Draw 4 investigation cards and choose 2 to take into your hand.

R R  
Respons Houngan  
Hiding HI  
When you directly participate in an exorcism, roll the die before the expulsion is calculated. If the result is less than the number of exorcists directly involved in the exorcism, you succeed in hiding. If you fail hiding, you must go through with the expulsion. If you don't directly participate, draw an investigation card.

A Action Houngan A  
TR Trance TR

Roll the die:  
6 = -2 demon cards  
4-5 = -1 demon card  
2-3 = You gain expertise, and that's it!  
1 = Doubt gnaws at you.  
Draw a demon card and add it to your Power of God side.

R R  
Respons Houngan  
Expulsion Exp  
Play as many investigation cards as you wish. Roll the die after that to obtain your expulsion value! Halve the value, if you are not directly involved in the exorcism.

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Profession: Horror film expert  
ID-No.: HRDCR 006

Goal: Win if your stronger side is at least 20 stronger as the your weaker side.

A Action Horror film expert A  
EX Exorcism EX

You directly participate in an exorcism, but you are unable to recognize any demons (for you it is all special effects).

R R  
Respons Horror film expert  
Disruption DI  
To find your disruption value, roll the die and halve the value.  
You can't play any investigation cards.

A Action Horror film expert A  
IN Investigation IN

Draw 3 investigation cards and take them into your hand.

R R  
Respons Horror film expert  
Home Video HV  
When you directly participate roll the die twice before the expulsion is calculated. If the sum is less than the number of demons, you ban the corresponding demon from the film into the discards. If you fail the videotaping, you lose a demon chosen from your display. If you don't directly participate, draw two investigation card.

A Action Horror film expert A  
GM Go to the Movies GM

Roll the die:  
6 = Infamous film demon, take the weakest demon from the player of your choice.  
5 = Cult film, +1 demon cards  
4 = Yawn, or else not  
2-3 = Cheap tricks, -1 demon card  
1 = Direct-to-Video garbage. -2 demon cards

R R  
Respons Horror film expert  
Expulsion Exp  
Play as many investigation cards as you wish. Roll the die after that to obtain your expulsion value! Halve the value, if you are not directly involved in the exorcism.