

I only fight in fair fights. No ambushes, no ganging up on a lone enemy, no trickery.

What enemy did

because of this rule?

+1 die size soul die

you fail to stop

If I swear an oath, then I will die to keep it.

> What was the last oath you swore? To whom?

+1 die size soul die

What one lie do you tell yourself?

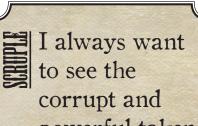
+1 die size soul die



+1 die size soul die

How did your child

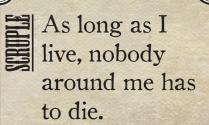
die?



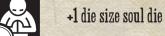
I cannot turn down a challenge or look like a coward.

> Why are you so afraid of looking weak?

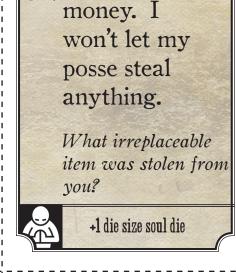
+1 die size soul die



Whose death was your fault?



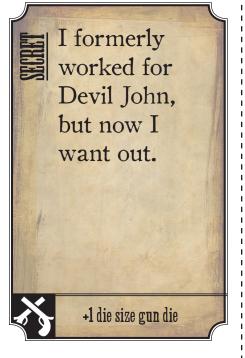


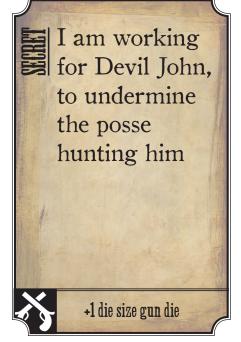


We're not in this for the

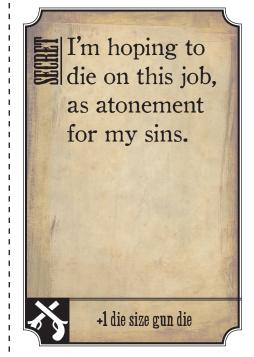
We're not in





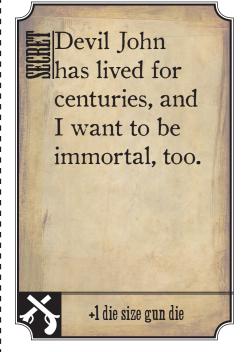


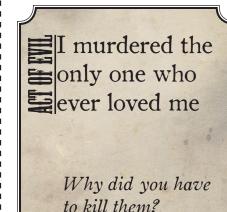




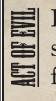








+1 die size bastard die



I framed someone else for a crime I committed

> What oath did they swear from the gallows?



+1 die size bastard die

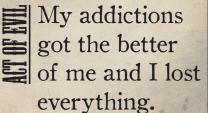


Starving, I killed and ate another person.

What does their ghost whisper to you in the night?



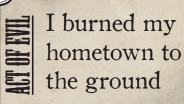
+1 die size bastard die



Who was the last person to give up hope for you?



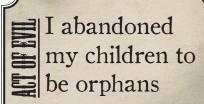
+1 die size bastard die



What were you hoping to destroy in the blaze?



+1 die size bastard die



Do you know where they are now?



+1 die size bastard die



I betrayed the only one who trusted me.

> How did they suffer because of your betrayal?



+1 die size bastard die



I assisted in slaughter of a ative tribe.

> What crime had they been falsely accused of?



+1 die size bastard die



Money Talks

You can speak to money. It tells you who has owned it and what has happened near it. Money can see and hear stuff nearby it about as well as a regular person would.



You gain this miracle in addition to your starting miracle



The Pact

You can barter and trade for intangible goods between two people. Both parties must agree to the contract (though either side may be coerced, perhaps with a pistol barrel pressed to their temple).



You gain this miracle in addition to your starting miracle

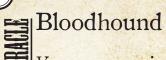


Bullet With Your Name On

It
Inscribe the name of a person on a bullet. When that bullet is fired, it will unerringly seek out the target and kill them.



You gain this miracle in addition t your starting miracle



You can unerringly follow a person, no matter the measures they take to lose you. You need a token of your quarry, like an important personal item or a piece of their hair or flesh.



You gain this miracle in addition to your starting miracle



The Golden Boot

If I hang my boot up on a mantel like a stocking, then it will overnight fill up with gold coins. These coins are of an unusual style, with the devil's face imprinted on them.



You gain this miracle in addition to your starting miracle



The Risen Dead

When you die, you don't stay dead. At the next full moon, you rise from your grave and walk again. Each time you perform this feat, you look a little bit less human.



You gain this miracle in addition to your starting miracle



The World Breaker's Hand

Your touch makes any object you touch wither away and be destroyed as if decades or centuries had done their harm to the thing.



You gain this miracle in addition to your starting miracle



Servant Of Two Masters

You have have summoned two demons instead one.

Create two temptation cards for your PC. Write a starting sin on each. Choose which demonic miracles are attached to which card. Both start with the power side up. Each can be activated separately, so you may



be in debt to one demon, both demons or neither.

