

Heretics Cheat Sheet

WHO: Those wraiths, who in death, cannot accept that there is no afterlife. Especially those that were highly religious in life. Some “hide” inside the Hierarchy Legions and do their work quietly, while others blatantly state their Heretic status.

WHY: They view their faith as their lifeline in a realm of death, giving reason and purpose to an otherwise inexplicable realm. To Heretics, to admit that they have been tricked by their faith, they believe they would be admitting to purposelessness and giving into Oblivion. They try to save souls by converting them to their particular belief of the path to Transcendence. Others merely want power to further their own agendas and will use this venue to do it.

Strengths: Enormous amounts of will and imagination. Use their faith to overcome the angst and dissonance that most wraiths keep struggling with. Heretics in general do not seek personal power or dominion over their fellows. Most aren't caught up yet in a cycle of violence which engenders only more misery for the wraiths.

Weaknesses: Rumored some Cults are being directed by Spectres, directly feeding souls into Oblivion. Some Cults are ruled by charismatic leaders furthering their own agendas. By preaching to Hierarchy members, Heretics take incredible risks with their life; but by proselyting they increase their own status as Heretic (catch-22 situation). Often confused with Renegades. Not free of the corruption which permeates the Underworld. Unwilling to look beyond their faith at any other options/ideas.

Basic Heretic Views of Others:

Hierarchy: They are “dead” wrong and have smothered spiritual progression with corruption. Betrayed trust and vision of Charon. They are enemies of the wraiths and Heretics must work to end their domination and save the unsettled souls in their grasp.

Competing Heretic Cults: Loathe each other at least as much as they do the Hierarchy. But if absolutely necessary will temporarily band together to survive against the Hierarchy.

Renegades: Efforts are misguided and inappropriate and further the suffering of the masses. However, can be useful allies against Hierarchy, but must be careful not to be drawn in to their chaos and promise of quick solutions.

Living (Quick): Struggling souls, one step behind in search for Transcendence. Many believe should leave Living alone, though some Cultist factions directly interfere (see info packet).

Supernatural Creatures: Powerful and dangerous, and do not believe as Heretics. However, Heretics have no problem working with any of them toward a common goal, but must be careful not to be trapped and “drained of life” by them.

Outsider Views of Heretics: **Hierarchy:** Officially strongly oppose their position and threaten to crush them.

Average Hierarchy wraith sees them as fringe troublemakers and terrorists who work to undermine established institutions to promote their own crazy beliefs; lump them in with Renegades. **Renegades:** Believe Heretics are Fanatics and “loonies,” but occasionally work with them for a common goal.

Main Cults: 6 different types (see info packet): **Karma Cults; Mystery Cults; Personal Transcendence Cults; Purification Cults; Sensualist Cults; Supplicant Cults.**

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