



Name

Human: Lucifel, Azrael, Camael, Raziell, Uriel

Elf: Amon, Lucifer, Eblis, Malphas

LEVEL

XP

Look

BODY: Ripped, Scarred, Ruined.

EYES: Demonic, Angelic

HAIR: Horns, Halo, Long

SKIN: Golden, Red, Unusual

Armor



Hit Points



Max (8+Constitution)

Current

Damage



ALIGNMENT

Chaotic
Upset a balance

Evil
Wrest control of a situation from someone or something

Good
Place yourself in harms with selflessly

Add these scores to your stats below: 16(+2), 15(+1), 13(+1), 12(-), 9(-), 8(-1)
Write the big number in the top box, and the smaller number in the bottom

Strength

STR

Dexterity

DEX

Constitution

CON

Intelligence

INT

Wisdom

WIS

Charisma

CHA

BONDS

Fill in at least one with the name of a companion, or write your own.

_____ was always going to run into me

_____ has seen my black before, and knows something about it I don't

_____ despises my abilities, I must show them otherwise

BACKGROUND

Elf
You are far more at home in the air than on the ground, when Defying Danger by leaping into the sky, take +1 Forward

Human
You and your weapons are inseparable. Anytime you lose them, they will return to you when you most need them

STARTING MOVES

Flurry
When you unleash a barrage of ranged attacks at a group of foes roll +DEX. *On a 10+, you explode into a furious whirl of projectiles and spins, all of your foes are pinned down and you deal damage to one of them. *On a 7-9, you move like the wind and get a few shots off but your weapons fail you. Your GM will tell you how. Deal Damage to one target.

Legacy
There is something in your past, a forgotten family member, a rival or unseen foe. When you Miss on Carouse, you may take any of the following choices instead of the ones listed;

- Your forgotten family member seeks you out
- A nemesis hears of you
- A pact, gift or skill comes back to haunt you

Fate Forged In Fire
You duel wield a pair of unusual ranged weapons. They are one of a kind, no one else in the world has a set of these babies. You alone have mastered the tricks and techniques in their usage and incorporated them into your fighting style. How did you get these weapons?

- A gift from the Gods
 - A pact with the Demons
 - Invented and forged them yourself
- Choose an Enhancement
- Blades and Spikes (Add Melee tag)
 - Well Made (-1 Weight)
 - High Caliber (+1 Damage)

Your weapons are 2 Weight, Reload, Far. Describe them below

DEATH MOVE

You can taste the freedom of death and the release of your pacts – when you hit 0 HP roll 2d6. *On a 10 you steal back a breath of life, and a part of your soul, from those that snatch at it. *On a 7-9, you must make a new pact with something on the other side to come back.

THE HACK AND SLASHER

COIN

GEAR

Max Load (6+STR) Current

You carry;

Dungeon Rations (5 uses, ration, 1 weight)

Your Weapons

Ammo (2 ammo, 0 weight)

Choose your weapon:

- Longsword** (Close, 2 weight)
- Steel Gauntlets** (Touch, 1 weight)
- Axe** (Close, 2 weight)

Choose your defenses:

- Leather Undercoat** (1 armor, 1 weight)
- Hardened Leather Jacket** (1 armor, 1 weight)

Choose one:

- 2 Healing potions** (2 weight)
- Larger sack of ammo** (3 ammo 1 weight)

ADVANCED MOVES

When you gain a level between 2-10, select a move from below

Bladestorm

Your blade is deadly fast, years of training or demonic pacts or gifts from above pay off as you erupt in a flurry of swipes, stabs and swings. When you **go all out on a foe**, roll +DEX. *On a 10+, you overcome the foes defenses soundly. Inflict a debility of your choice and gain +1 forward to your next attack. *On a 7-9, only inflict a debility.

Launch

When you **try to launch your enemy into the air**, roll +DEX. *On a 10+, Deal Damage and send your foe flying high. *On a 7-9, Deal Damage, but the foe counters, taking you with them.

Steel Rain

When you **leap into the air and pepper the area with projectiles**, roll +DEX. *On a 10+, you expose enemies from cover and pin those outside of it, your allies take +1 Ongoing to Hack and Slash for a short while. *On a 7-9, you expose foes, but yourself also.

Deepen Pacts

Either your existing pact is deepened or you create a new one with the forced of good or evil. You may now consult them for advice through your weapons. Roll+CHA. *On a 10+ the advice you get is truthful and forward. *On a 7-9 the advice you get is muddled or a riddle OR you owe the forces a favour. *On a Miss, you anger the forces you made a pact with.

Improved Weapon

Pick an extra enhancement for your weapons

Dash

When you **make any attempt to move between two foes**, as long as you damaged one of them recently, you may sprint to the next without defying danger provided there is ground between them.

Smash the State!

When you **facedown an enemy more powerful than you, and laugh in its face**, roll +CHA. *On a 10+, choose 2. *On a 7-9, choose 1:

- Take +1 Ongoing on all Damage rolls against them
- Gain +1 armor against their attacks only
- Gain +1 Forward on all Defy Danger against that enemy

Ammosmith

When you **spend some time making your own ammo**, you make a small sack of ammo (2 ammo, 2 weight), roll +DEX. *On a 10+, Hold 2 *On a 7-9, Hold 1.

- Light ammo (-1 weight)
- Lots of ammp (+1 ammo)
- Explosive ammo (+1 damage till empty)
- Massive ammo (Messy till empty)

Ariel Assault

When you **attack a foe in mid-air**, gain +1 Ongoing to Hack and Slash while in the air

Empty the Clip

When you **volley**, you may spend extra ammo before rolling. For each ammo spent, you may choose an extra target. Roll once and apply damage to all targets

When you gain a level from 6-10, you may choose from these moves.

Air-Dash

Replaces: Dash

When you **make any attempt to move between two foes**, as long as you damaged one of them recently, you may sprint to the next without defying danger regardless of terrain.

Blast Off!

Replaces: Launch

When you **try to launch your enemy into the air**, roll +DEX. *On a 10+, Deal Damage and send your foe, plus one other character flying high. *On a 7-9, Deal Damage, but the foe counters, taking you with them.

Perfected Weapon

Requires: Improved Weapon

You finish your weapon. Add the final enhancement to it and apply one of the following tags of your choice: Forceful, Damage +1, Throwable, +1 Piercing

Improved Flurry

Requires: Flurry

When you **Flurry**, *On a 12+, roll damage once and apply it to up to 3 targets

Blade Barrage

Requires: Bladestorm

When you **use Bladestorm**, your weapon may be considered Reach regardless of its usual range

Autoloaders

You have mastered every facet of your weapons, remove the Reload tag.

Hey, Catch!

When you **focus your attention on one foe**, blasting them back with projectile and blade back into the reach of another party member, that party member gains +2 Forward.

Check this Out!

When you **draw all attention to yourself with an acrobatic display**, you draw all foes not already in melee to yourself. Your ducking and diving grant you +3 armor and your allies gain +1 Forward to their attacks on the distracted foes.



THE HACK AND SLASHER