

Name

Look

Human: Dante, Lucifel, Azrael, Camael, Raziel, Uriel
[Elf] Amon, Abaddon, Abalam, Lucifer, Eblis, Malphas

Demonic Eyes, Angelic Eyes or Keen Eyes
Horns, Light, or Long Hair
Long Coat, Cloak or Cape

Assign these scores to your stats: 17 (+2), 15 (+1), 13 (+1), 11 (+0), 9 (+0), 8 (-1)

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
<input type="checkbox"/> WEAK -1	<input type="checkbox"/> SHAKY -1	<input type="checkbox"/> SICK -1	<input type="checkbox"/> STUNNED -1	<input type="checkbox"/> CONFUSED -1	<input type="checkbox"/> SCARRED -1
STR	DEX	CON	INT	WIS	CHA

Damage  Armor  HP  Your max HP is 8+Constitution

Alignment

- Chaotic
Upset a balance
- Evil
Take control of a situation from someone or something
- Good
Upset the balance between Good And Evil, for the side of Good

Starting Moves

Fate Forged In Fire
You have a pair of quick firing pistols. 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 to their usage and incorporated them into your fighting style.
How did you get these weapons? Choose an Enhancement

- Gift From The Gods
- A Pact With Demons
- Invented and forged them yourself
- Blades and Spikes (*Add Melee Tag*)
- Well Made (*-1 weight*)
- High Caliber (*+1 Damage*)

Your guns are 2 Weight, Reload, Far, Near. Describe your guns below.

Race

- Elf
You are far more at home in the air than on the ground. When Defying Danger by leaping a long distance, take +1 forward
- Human
You and your weapons are inseparable. Anytime you lose them in the fiction, they always come back to you when you need them.

Flurry
When you unleash a barrage of shots at a group of foes, roll+dex.
On a 10+, you explode in a furious whirl of bullets and spins. All the foes you aimed at are pinned down and you deal damage to one of them.
On 7-9, you move like the wind and get a few shots off, but your guns fail. Your GM will tell you how your guns failed. Deal Damage to one target.

Bonds

Fill in the name of one of your companions in at least one:
_____ was always going to run into me.
_____ has seen my blade before, and knows something about it
_____ despises my abilities, I must show them otherwise

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, you still blaze away with incredible skill, but their defenses remain untouched. Inflict a debility of your choice.

Legacy
There is something in your past, a forgotten family member, a rival or an 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

The Hack 'n' Slasher

Level
XP

Gear

Your Load is 6+STR. You carry your guns, dungeon rations (1 weight, 5 uses) and a small sack of bullets (2 ammo, 0 weight). Choose your defenses:

- Leather undercoat (1 armor, 1 weight) and Adventuring gear (1 weight)
- Hardened Leather Jacket (1 armor, 1 weight)

Choose your Weapon:

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

Choose one:

- 2 Healing potions (2 weight)
- Bag of Bullets (3 Ammo), 1 Weight)

Advanced Moves

When you gain a level from 2-5, choose from these moves.

Launch

When you sweep your weapon under the target and try to throw them in the air, roll+dex. On a 10+ Deal damage and the launch the target into the sky On a 7-9, your blow isn't right. Deal Damage but the foe counters

Dash

When you make any attempt to move between two foes, as long as you damaged one, you may sprint to the next without Defy Danger, as long as there is ground between you and them.

Bullet Rain

When you leap into the air and pepper the area with gunfire, 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, force any enemies from out of cover and grant a +1 ongoing to Hack and Slash for your allies, but expose yourself to counter attack

Improved Weapon

Choose one extra enhancement for your guns.

Smash The State!

When you face down an enemy more powerful than yourself, and laugh in its face, take +1 Ongoing to all Damage rolls against them.

Deepen Pacts

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

Focus Fire

When you volley an enemy with your guns, your next attack against that same foe deals +1d4 damage.

Bulletsmith

When you spend some time making your own rounds, you make a small sack of bullets (2 ammo, 2 weight), roll+dex. On a 10+, Hold 2, on a 7-9, Hold 1. on a 6-, Hold 0, Spend hold on the following;

- Light Rounds (-1 weight)
- Lots of Rounds (+1 Ammo)
- Explosive Rounds (+1 damage till empty)
- Massive Rounds (Messy till empty)

Aerial Assault

When you attack a foe in mid-air, gain +1 ongoing to Hack And Slash

Empty The Clip

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

When you gain a level from 6-10, choose from these moves or the level 2-5 moves.

Blast off!

Replaces: Launch

When you sweep your weapon under the target and launch them into the sky, roll+dex. On a 10+, launch the target into the sky, follow them up and deal damage. On a 7-9, Launch them and Deal damage

Air-Dash

Replaces: Dash

When you move from one foe to the next, as long as you damaged the first, you move to the second instantly, without defy danger, regardless of the terrain or situation.

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

Required: 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 with bullet and blade back into the reach of another party member, that party member gains +2 ongoing to their next action.

Check This Out!

When you draw all the attention to yourself with an acrobatic display of skill and dexterity, you draw all foes to your location unless they are already engaged in a melee. Your ducking and diving grant you +3 Armour and all allies gain +1 ongoing to attacking the distracted foes.