

NAME




LOOK

Human: Telly, Kirstian, Sernia, Jack, Ivan, Garth
Dwarf: Chandler, Devana, Osmont, Farrah, Bardin
Mutant: Paierrette, Mayette, Ariele, Theron, Mathurin

Wild Eyes, Crazy Eyes, Cold Eyes, Eyes of a Predator
 Stained and Dirty Blonde Hair, Well Kempt Rusty Hair,
 Commoners Clothes, Pricey Noble Clothes, Traver's Cloak
 Stocky and Tall, Thin and Tall, Barrel chested and Scarred

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+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  CURRENT MAX YOUR MAX HP IS 8+CONSTITUTION

ALIGNMENT

- EVIL**
Slaughter an underserving creature for the thrill.
- CHAOTIC**
Start fights to just to end them with lethality.
- LAWFUL**
Kill a criminal without mercy or remorse.

STARTING MOVES

THE BODY COUNT

You have been distanced from rest of your society by the distasteful skills that fate has dealt you. Either holding the professional title of executioner, or an exotic hobby you have an acquired a taste for, you are murderer of men and your tools have claimed many lives. Killing a living creature or taking damage causes you to gain a Perversity point. You can spend these points on certain moves However, if your Perversity points are ever equal or over your WIS, you become stunned and must choose two of the following effects. These effects will dissipate when your Perversion points are reduced to below your WIS or you rest.

- You can no longer form coherent communication.
- For rest of the fight you are caught in a fit of hysteria and cannot defend yourself.
- You permanently lose 1 WIS.
- Ignoring any dangers or obstacles, you spend rest of the fight killing every combatant hostile towards you. You can only use the moves Hack and Slash, Adrenaline Surge and Think This One Through. If you roll 10+ on the Hack and Slash test, you must always choose to open yourself up to an attack to deal extra damage. When there are no more foes around or you have been incapacitated, you treat everything else from neutral parties to your allies as foes.

Also, unless you are a Professional who has only ever killed lawfully, whenever you must roll for Outstanding Warrant, any result of 6 or 10 causes a complication of the GM's choice. If you ever roll double 1's for this test, someone who you have wronged directly or indirectly will pay for a small mercenary band to come collect you.

HACK HACK ATTACK!

Any time you roll for damage, you can spend up to 2 Perversity points to add +1 to your roll for each one point spent.

ADRENALINE SURGE (CON)

You have a murder fueled second wind; spend a Perversity point roll +CON. *On a 10+, you regain 1d6 HP. *On a 7-9, gain 1d4 HP and choose one:

- You get a -1 Ongoing to all INT, WIS and CHA rolls till you Make Camp
- Draw unwanted attention to yourself or make an opening for an enemy
- You gain 1d6 Perversity Points and become confused

THINK THIS ONE THROUGH (INT)

You can attempt a +INT roll. *On a 10+, you lose 1d6 Perversity points. *On a 7-9, you lose 1 Perversity point and you get so caught up in trying to order your thoughts that you ignore the area around you.

RACE

- HUMAN**
Whenever you kill another human, you generate an additional Perversity point.
- DWARF**
You get +1 to damage rolls with axes.
- MUTANT**
You gain 1d4 Perversity points after you Make Camp or rest.

DRIVE

- THRILL**
Gain an extra Perversity point when a fight begins.
- PROFESSIONAL**
Add +1 to all Think This One Through rolls.

BONDS

Fill in the names of your companions in at least one:

_____ looks down on my work with disgust.

I have killed someone _____ cares about, which may cause some problems down the road.

Surprisingly, _____ doesn't judges me.

THE BUTCHER

LEVEL
 XP

GEAR

Your load is 6+STR. You start with a meat cleaver (hand, 1 weight) and commoner rags (0 weight).

Choose a defense:

- Worn wooden Shield (+1 armor, 2 weight)
- Studded leather armor (1 armor, 2 weight)

Choose your weapon:

- Executioner's great axe (close, +1 damage, two-handed, 1 weight)
- Slaughter stained halberd (reach, messy, 2 weight)

Choose one:

- 2 healing potions (0 weight)
- 4 throwing daggers (thrown, near, 0 weight)

Choose two:

- 2 nooses (0 weight)
- Executioner's hood (0 weight)
- 20 coins.
- Dungeon rations (5 uses, 1 weight)

ADVANCED MOVES

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

THE THIRST FOR THRILLS

Get +1 forward when you deliver the killing blow to a living enemy.

LIFEblood LEAKING

When you take damage, you can choose to stand idle, missing your next action and becoming weak, while inspecting your injury with unhealthy obsession. If you do, you lose an additional 1d4 HP and gain +2 forward on your next attack roll. You may spend a Perversity point to increase this to +3 forward on your next attack roll and to add +1d10 to your next damage roll.

GORE STORM

Add the messy tag to all your damage rolls.

SCREAMING ONLY MAKES IT WORSE!

Gain an additional Perversity point when you kill a living target. Gain two points instead if the target pleads for their life.

JUST SOME PRO BONO WORK

Requirement: Professional drive

If you have killed someone in a non-lawful way and must roll Outstanding Warrant when you enter town, the GM doesn't add a complication on a roll of 10.

SILVER TONGUE

You can reroll one or both dice used for any Parley roll to shift blame from a suspicious murder or act to another person even when most evidence points towards you.

IN FOR A PENNY, IN FOR A POUND

Requirement: Thrill Drive

Whenever you take an opening an enemy makes, add an additional 1d6 of damage.

THRIVE ON THE SLAUGHTER

Whenever you gain a Perversity point, you heal for 1 HP.

A LITTLE FACT I THOUGHT YOU MIGHT WANT TO KNOW

Recalling facts possibly related to your skills for murder, you get +2 to any Spout Lore tests involving the topics of anatomy, crime, law, executions and torture methods.

LEAVING THE SCENE

After an unlawful killing in a city area, you may make a Think This One Through test and gain a +1 ongoing to all rolls that help you hide or destroy evidence and to leave the scene undetected. Once you are safe this bonus ends.

KILLER MINDS THINK ALIKE

You gain a +1 to any discern realities roll looking for evidence or for a possible ambush.

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

DISMEMBER

If you score 13+ on at Hack and Slash check, you can cleave an appendage off of an enemy.

GRASPING FOR CLARITY

Requirements: WIS of 12 or Less

Gain +1 WIS

PREDATOR'S GAZE

Spend a Perversity point to have the GM tell you the remaining amount of HP any one target has that you can see.

PREMEDITATED MURDER

Whenever you generate Perversity from a premeditated murder, generate and extra 1d4 Perversity points.

TAKING IN THE CHRISOM SPRAY

Replaces: Thrive on the Slaughter

Whenever you gain a Perversity point, you heal for 2 HP.

WHISPERS OF THE BEAST

Fables of your kills have spread city wide fear to the common folk, of which any will harmlessly flee you when your identity is clear to them. Good aligned cohorts will not be hired by you, but other killers may come forward to share their "artistic talents" with you.

MAGIC WON'T SAVE YOU

Spend a Perversity point to have the GM tell you if there are any magic users within your line of sight. You deal an additional 1d6 of damage against magic users.

I GET PAID TO DO THIS

Requirement: Professional Drive

After you lawfully kill a creature, the next time you return to a populated city, you gain coins as if you were a hired assassin killing a target that has a similar standing of a person you recently killed.