

Name




Human: Simon, Trevor, Leon, Sonia, Sypha, Richter

Look

Strong Eyes, Barbaric Eyes or Kingly Eyes
Red Hair, Hooded or White Hair
Battle Dress, Traveling Clothes or Bare Chested

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  Your max HP is 10+Constitution

Alignment

- Good
Slay a monster of the Night
- Neutral
Learn about a new monster or threat

Starting Moves

You start with these moves:

Tools of the Trade

When you reach into your equipment to find the right tool for the job, roll+int.
On a 10+, Gain 3 Hold to spend on any of the below equipment
On a 7-9, Gain 1 Hold to spend on any of the below equipment
On a 6 or less, Gain 1 Hold, but something will go wrong with your equipment. The GM will tell you what.

- **Throwing Dagger** - Flies true, buying you a moment while the target deals with it
- **Throwing Axe** - Sails high in the air, over cover and shields
- **Invisibility Potion** - When drunk, grants momentary invisibility
- **Holy Water** - Shatters on the ground, setting fire to any creatures of the dark in the area.
- **Boomerang** - Throw a large spinning boomerang that sweeps the room, tripping and catching foes off guard

Whip Move

When you use your whip to cross a gap or get somewhere quickly, roll +DEX. On a 10+, you're there in an instant, no problem. On a 7-9, you're there, but choose one:

- A threat is waiting for you!
- You can't get back the same way!
- Your landing is precarious, and you take a tumble!

Whip Tricks

When you use your whip to trip or disarm an enemy, roll +DEX. On a 10+, choose 2 On a 7-9, choose 1. On a miss, choose 1, but you've put yourself in a tight spot, the GM will tell you how.

- You trip them, sending them to the floor.
- You pull whatever they're holding out of their hands
- You clear the area, scattering nearby foes
- An ally takes +1 forward against the enemy.

The Power Of The Curse

As long as you are fighting a monster you have sworn to slay, you gain +1 Armor

Race

- Human
You can sense the presense of dark forces at work.

Bonds

Fill in the name of one of your companions in at least one:
_____ has fought by my side before, and I owe them one.

_____ is watched by the darkness, I must protect them.

_____ would make a great ally against the darkness.

The Vampire Killer

Level
XP

Gear

Your Load is 8+STR. You start with your Whip (*Presice* 1 weight) and dungeon rations (1 *weight*, 5 *uses*). Choose your defenses:

- Inherited Knights Armor (2 armor, 2 weight, clumsy)
- Buckler Shield (1 armor, 1 weight) and Battle-skirt (1 armour, 1 weight)

Choose two:

- 2 healing potions
- An old jewel
- The Family Crest
- An adventuring kit
- A Map

Advanced Moves

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

Ancient Weapon

Your whip has been passed down from generation to generation. When you face a foe that has felt its sting before, deal +1d4 damage

Empowered Equipment

You learn how to build new equipment, add the following to your equipment:

- **Fire Whip** - Your whip is coated in magical fire for a short while.
- **Watch** - Time seems to slow for a moment for you.

Knowledge of the Dark

When you spout lore on a creature of darkness, you reveal one weakness about the monster in question.

Enough talk...

When you prepare to storm the lair of a creature of darkness, describe one of their signature deathtraps or minions. Take +1 forward against dealing with them

Improved Whip

You spend some time enhancing your whip. Add one of the following tags to your whip; *Messy*, 1 *Piercing*, *Reach*, *Forceful*

A Miserable Pile of Secrets

When another player comes to you for advice on hunting monsters and beasts, tell them what you know. If they act upon your advice, they gain +1 forward and you mark XP.

Counter Attack

When you are knocked back, or to the ground, you steel yourself and grip your weapon. Gain +1 forward to your comeback.

Stout Ally

You gain a hireling that fights with you in your battle against the forces of darkness. Describe them. They are functionally a Keep Level Hireling, stat them as such.

Die Monster!

When you call out to a monster and declare your quest to vanquish evil, you enter one-on-one combat with them. Gain +1d4 damage against that target, and -4 against any other targets. The foe will not break from attacking you until one of you falls.

Speed Kills

When you perform a highly challenging acrobatic move, you momentarily stun the nearest foe you land beside as you surprise them with your feat.

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

Legendary Weapon

Replaces: Ancient Weapon

Your whips sting has been felt throughout time. When facing a foe who has heard of your legend, deal +1d8 damage

Greater Empowered Equipment

Requires: Empowered Equipment

You learn how to build new equipment, add the following to your equipment:

- **Grenade** - A small sphere that explodes when thrown., knocking anyone in range to the ground and deafening them for a moment
- **Sacred Gauntlets** - Fly at your foe with great speed and deliver a furious sequence of blows in an instant, skip defy danger to get there.
- **Javelin** - A large spear that can be throw through two targets or cover and pins the first foe hit.

Enhanced Whip

Requires: Improved Whip

You bind magic and elements to the metal and leather of your whip. Add one of the following elements to your whip: *Fire*, *Lightning*, *Ice*, *Earth*, *Water*, *Wind*, *Light*

Counter Assault

Replaces: Counter Attack

When you are knocked back, or to the ground, steel yourself and prepare an assault. +1 Forward to your comeback and +1d4 damage to your very next attack.

The True Power Of The Curse

As long as you are fighting a monster you have sworn to slay, you gain +2 Armor

You Don't Belong In This World!

Replaces: Die Monster!

When you call out to a monster and declare your quest to vanquish evil, you pull them and any minions nearby into one-on-one combat. Gain +1d6 damage against the target. They can not break from your melee unless you allow it.

Deadly Luck

There is always a convenient chandelier to whip to, enough handholds to climb or wall hanging to slide down. Whenever you make a defy danger + dex roll, you may describe a convenient part of the building, room or scene.