

# THE HELLION



You're just a kid, they say. What can you do to help? Why should we care what you think? Joke's on them. You have special friends they can't see and a fire burning in your mind they can't snuff out.

## STATS

Choose one:

Force -2, Lore 1, Steel 0, Sway 2

Force -2, Lore 0, Steel 1, Sway 2

Force -1, Lore 1, Steel 0, Sway 1

## LOOKS

Masculine, feminine, ambiguous, concealed.

Gas masked face, dirty face, wicked face, playful face.

Goggles, mischievous eyes, mysterious eyes, naughty eyes.

Chubby body, deformed body, slender body, supple body.

## BACKSTORY

Read these out and ask for volunteers:

\_\_\_\_\_ gave me shelter when I was a runaway.

\_\_\_\_\_ knew my real parents.

\_\_\_\_\_ is also haunted by monsters.

NAME: \_\_\_\_\_

FORCE  LORE  STEEL  SWAY

## A DEADLY GAME

When you have a moment to study your enemy and explain your plan to your allies, say what you're ready to sacrifice:

Some of your humanity.  
The battlefield.

Your allies' respect.  
A precious object.

And what you want to destroy:

Their escape route.  
Their dignity.

Their awareness of the situation.

When you put the plan in motion, roll +Steel. On a hit the plan comes through. On a 7-9, your allies choose something else you must sacrifice.

Also, gain a harm slot: Saved by contingency plan.

PICK A CORE MOVE

## THE TREE HOUSE

You have a secret place where you feel safe. Pick one:

Only you can get to it.  
Only you can open it.

Only you can spot it.

Pick one for its interior:

It's stocked with all kinds of supplies.  
It's full of weird time and space anomalies.

## THE WEIRD STARE

When you let loose your power, say what you want to do: Protect a loved one; Banish a monster; Destroy a barrier.

And what you are ready to wreck to get it done:  
The whole place! Your health.

Another bit of your humanity. The respect of your friends.

Roll +Sway. On a hit, you do both. On a 7-9, the GM picks an extra thing you wreck.

ALSO PICK ONE:

## MY PET MONSTER

Your best friend in the whole world is an strange and troublesome monster. Give it a name.

Pick two monster tricks: Give it two bad habits:

Only you can see it.  
It goes where no one else can.

It's jealous of your relationships.

It eats things it shouldn't.

Only monsters and kids can hurt it.

It's really lazy.

It's gnarly and ferocious.

It's always mad and loves breaking stuff.

When you give your monster orders, roll +Lore. On a 10+ use both of its tricks to win the day, but one of its bad habits causes trouble. On a 7-9, use one trick and both bad habits... Bad monster, bad!

Also, gain a harm slot: Saved by my monster.

## THOSE WHO LOVE ME

Choose one and tell us about them:

Your family.

Your gang.

Your creators.

Your worshippers.

They're followers with Quality 1 and 5-Loyalty. When you would take Harm in their presence, you can spend Loyalty instead, 1-for-1. When you spend some quality time with them, recover 1-Loyalty.

If they ever reach 0-Loyalty they're dead or driven away. It will take a long time to replace them, and you must chose someone else from the list above.

## INHERITANCE

Get an Inheritance move from your Family:

## ROLES

Trigger one at character creation.

**Leader:** Mark when you vow to protect a gang or family. Say who or what is haunting them - it will never see you coming.

**Agent:** Mark when you are sent against monsters. State two facts about them. The GM will secretly decide which one is true.

**Rebel:** Mark when you radically change your appearance. Say what you're angry at, and the GM will tell you who's started following you.

**Outsider:** Mark when you return home after a long absence. Tell us about the dark forces that kidnapped you. The GM will tells us about the place of your captivity.

When you change roles, add 1 to a stat or pick a new move. If you mark all roles, retire to safety and trigger as much of your Death move as you wish.

## HARM

\_\_\_\_\_ When you mark off your Dead box, everyone who has a backstory with you gains lasting Advantage to destroy or overcome whatever killed you.

**Wrung by the neck** (-1 to Steel and Force)

**Out of your league** (-1 to Sway and Lore)

**Dead**

## GEAR AND NOTES

Add 1 to the Quality of a group of Followers when you Zoom In.