

HellBent

A D10 MODERN ROLEPLAYING SYSTEM

No one knows how it happened. No one knows why they came. The only fact that humanity learned about the Demons was their thirst for power and their desire to corrupt the Humans for it. Their method was simple: penetrate the sleeping minds of a chosen few, sway their thoughts and their decisions, and alter our world to make their interdimensional assault effortless. Many succumbed to the demonic takeover... but some survived. Instead of falling victim, the demons that attacked them lost a fragment of their power. That power embedded itself within the survivor, and in doing so, granted them demonic abilities the likes of which have never been seen. These 'Demontouched' must now traverse life aware of the taboo might of the Demons, surrounded by the ignorant and intolerant, and knowing what fate lies in wait on the other side of the dimensional plane.

What is a Roleplaying game?

HellBent, alongside all other roleplaying games at their cores, is a storytelling game. When you play HellBent, one person will be playing as the GM (Game Master). This person will be responsible for using the game system of HellBent, as well as its setting and universe, to craft a world to explore, a story to play through, and obstacles and enemies to encounter. All other players will be responsible for inventing a heroic character that exists in this world and playing them through the GM's story. They will be destined for greatness and fated to fight hostile enemies and overcome challenging obstacles. Roleplaying games are heavily reliant on improv, but there are mechanics in this game that will determine certain outcomes, most of which utilize the dice you will be rolling. These will either be heroically awesome or hilariously disastrous.

Deciding upon a World

The game of HellBent is designed to be played in a contemporary setting with some modern-day technological objects present. These include, but are not limited to, computers, cars, planes, guns, the internet, contemporary space technology like satellites and the International Space Station, urban cities, machines of war like tanks and fighter jets, and modernized manufacturing. While the world your GM builds for your adventure might differ from the present day slightly, the game is not entirely designed to be played without most of these elements available to the players. This could cause fantasy or medieval settings to be rather difficult settings for HellBent to accommodate with its system unless your GM crafts additional worlds for those settings.

How do I play HellBent?

To play HellBent, you will require this booklet, a character sheet for your character (even if you are the GM, it is helpful to have a blank sheet handy for reference), and a set of ten-sided dice (commonly called d10's, or in this system's case, just 'dice'). It is recommended to have at least ten dice, though sometimes, up to twenty will be needed for higher level characters. Use the instructions that follow in this booklet to fill out your character sheet before you start playing the game. As your GM takes you through the story they have crafted, at almost any opportunity, you will be allowed to interject and have your character do something. At other points, your GM might stop everything and force one or more of the players to make a roll involuntarily. This might impose a certain 'roll' at a certain 'difficulty', which means your GM wants to see if you succeed at your desired task. When your GM tells you to perform a Roll, s/he will declare an Attribute (Strength for example) and a Difficulty associated with your roll (6 being easy, 7 average, 8 hard, 9 extremely difficult, and 10 being almost impossible). Roll a number of dice equal to the number you have written in the Attribute stated on your sheet. Any additional bonuses and penalties you receive from Human or Demonic Skills, Proficiencies, Assets, and Complications, will add or subtract dice from your roll or impose certain conditions upon the following mechanic. All of these will be explained further on in the book.

Once you roll, any dice that land on, or higher, than the mentioned Difficulty counts as a Success. Successes determine how well your character performs this task. Any dice that fall short are ignored unless they land on a 1, in which case they remove a Success. Any 10's you receive grants you a Success and a Bonus Die. Bonus Dice are immediately rolled and, if the Difficulty is achieved, added to your Successes. Bonus Dice never remove from your Successes if you roll low, and Bonus Dice grant you more Bonus Dice if they also land on 10 (this can continue to infinity). Tally up your Successes and tell your GM. The more Successes: the better the outcome for your character! If you achieve no Successes (or worse, a negative amount), you fail and (depending on how bad your roll is) something devastating might happen instead!

Advantage and Disadvantage

Sometimes, certain mechanics in this system, or sheer will of the GM, will bestow your rolls with Advantage and Disadvantage. Advantage increases the number of outcomes in which you receive bonus dice. Disadvantage increases the number

of outcomes in which you remove Successes from your total roll. They do not affect the Difficulty, but they stack up to 3 instances. This means that Disadvantage can reduce the margin of error to terrifying levels, and Advantage can increase the chances for extraordinarily favorable outcomes. Each instance of Advantage makes the next highest outcome below 10 also grant a Bonus Die. This means that Rolls made with Advantage grant Bonus Dice on all 9's and 10's, instead of just 10's. Double Advantage grants Bonus Dice on all 8's, 9's, and 10's. The maximum is Triple Advantage, which makes all 7's, 8's, 9's, and 10's grant Bonus Dice. Alternatively, Disadvantage makes all 1's and 2's remove successes from your roll, instead of just 1's. Likewise, Double Disadvantage makes all 3's, 2's, and 1's, remove successes. The maximum is Triple Disadvantage, which makes all 4's, 3's, 2's, and 1's, remove successes from your roll.

Attributes and Your Character

There are seven Core Attributes and five Source Attributes found within the Character Glyph on your sheet: the seven-pointed star. You invest Attribute Points directly into your Core Attributes upon character creation, and again every time you level up. They are Vitality, Strength, Dexterity, Mind, Charisma, Energy, and Life.

- **Vitality** – Your raw stamina and endurance
- **Strength** – Your raw muscle power
- **Dexterity** – Your raw balance and ability to perform deft acrobatics
- **Mind** – Your raw thinking, mental power, and memory
- **Charisma** – Your raw social aptitude
- **Energy** – Your (until recently, inert) raw metaphysical strength
- **Life** – The strength of the bond between your character's body and soul

Source Attributes are determined by averaging the two Core Attributes neighboring each one, rounding up. They are Athleticism, Agility, Finesse, Perception, and Aura.

- **Athleticism** – Your physical aptitude
- **Agility** – Your raw speed, reflexes, and swiftness
- **Finesse** – Your focus, steadiness, and coordination capabilities
- **Perception** – Your physical senses and intake of the world. This is not limited to sight, hearing, touch, taste, and smell; you might also acquire psychic awareness, astral insight, and demonic perception throughout your adventure
- **Aura** – The capability and application of your metaphysical energies as well as the accuracy of your insight towards things like nuance in speech and the body language of others

Other statistics on your sheet include HP (Health Points), MP (Magic Points), Speed, Defense, Initiative, Proficiencies, and three types of Attacks: Melee, Ranged, and Magic.

- **HP (Health Points)** – Your character's quantified ability to withstand assault and stay conscious. When your character is reduced to Zero HP, your character falls unconscious and begins dying. Do not worry you still have some time before death happens.
- **MP (Magic Points)** – Your character's quantified ethereal resource for casting spells and using magical or demonic abilities. Some Demonic Skills received from your chosen Demonic Class will let you spend these points to perform metaphysical actions.
- **Speed** – Your character's starting Speed is 30 feet. This is the distance you can move in combat by using one Movement Action and is also roughly the amount of distance your character can cover from a standstill in four seconds without flat-out sprinting. There are some skills that can improve or reduce this number.
- **Defense** – Your character's starting Defense is 6. When an enemy attacks you, or when you attack an enemy, the Difficulty of that roll is always equal to the target's Defense. There are many Demonic Skills to increase this number but wearing armor and wielding shields can increase this number as well. Your Defense can never be higher than 10.
- **Initiative** – Your character's Initiative is equal to their Agility; plus any bonuses they may receive. This is rolled before official combat is started to determine turn order.
- **Proficiencies** – Your character will receive proficiencies based off what sort of person they are. These are loosely based off your Profession and Personality but can also be based off how your character changes throughout the story. Proficiencies also come with an assigned Attribute. During any roll that uses the assigned Attribute, you can try to convince your GM that your character should be better than average at the current scenario because of this proficiency. If they agree, you gain +1 dice towards this roll (sometimes more if other skills state so).
- **Attack** – This is your proficiency in harming others, be it through brute force (Melee), aiming and firing a gun (Ranged), or casting a spell (Magic).

The three remaining attributes on your sheet are Sanity, Corruption, and Power. Sanity and Corruption serve as Thresholds that must be exceeded in order to impose a 'strike' upon your character. They are used as a defensive milestone but can sometimes be used for rolls where the Difficulty goes up depending on how many strikes you have. Power serves as a numerical strength of your character's demonic connection. It is used in numerous ways.

- **Sanity** – Your character's Sanity Threshold is equal to your Life and your Mind.
- **Corruption** – Your character's Corruption Threshold is equal to your Life and your Aura.
- **Power** – Your character's Power is equal to your Character's Demonic Level, plus the Primary Attribute of their Demonic Class.

Creating A Character – Step by Step

When making a character for HellBent, contemplate what sort of person your hero or heroine will be. They are to become Demontouched at the start of the story and ascend to the greatness of legend as they vanquish a demonic threat before the end. This character would have had a life as a normal human before this occurred. What were their daily responsibilities and tasks? Did they have a job? Do they have family? What sort of hobbies and interests did they have? These are all important character-building questions to ask yourself before crafting your character.

You will also be choosing a Demonic Class: these are a set of powers your character will eventually gain as their demonic symbiosis grows stronger within them. Depending on the demon that attempted to possess you (and failed), these powers will vary greatly from others and highlight a certain type of playstyle, while demoting other approaches to certain obstacles. It is important to review all twelve Demonic Classes before selecting one as they will inevitably make certain abilities your character has and certain weapons they can use stronger than others.

1. Print out a Character Sheet. You will be writing down all the information about your character on this, both within the boxes with indicated lines, and within the star in the middle, known as the Character Glyph.
2. Give your character a name, some defining characteristics, a profession, and a personality. Choose elements that will align your character with the universe your GM, or 'Game Master', has in mind. They should explain this to you before you begin.
3. Choose one of the twelve Demonic Classes listed within this book. Write down that class' Primary Attribute on your sheet as well. **It is highly advised that your Primary Attribute be the highest among your character's Attributes.**
4. Distribute 21 points across your seven Core Attributes. These are Vitality, Strength, Dexterity, Mind, Charisma, Energy, and Life. You cannot start with more than 5 points in any one Attribute this way. One of these will be your Primary Attribute.
5. For every Demonic Level above 1, invest an additional point into a Core Attribute of your choice. You cannot have more than 10 points in any one Attribute this way. Your GM will tell you what Demonic Level your character will be to start the game, so you might be skipping this step. However, when you level up mid-campaign, follow this rule when improving your sheet.
6. Your GM will determine a total number of Assets and Complications your character will be allowed to have. It is advised that these be an optional choice for players, though some GMs may make them mandatory. For every Asset you take, you must remove a point from a Core Attribute. For every Complication, you must add a point.
7. Determine your Power by adding your Primary Attribute and your Demonic Level together and write it on your sheet.
8. Add together your Vitality, Strength, Dexterity, and Life scores, and write that number as your character's Body score. Add together your Mind, Charisma, Energy, and Life scores, and write that number as your Soul score.
9. Determine your Source Attributes by averaging the two Core Attributes neighboring their box in the Character Glyph, rounding up. These are Athleticism, Agility, Finesse, Perception, and Aura.
10. Using the Human Skills table on the next page, choose a Physical Skill for each milestone your Body score reaches, selecting only one from each Level. Do the same with Metaphysical Skills but use your Soul to determine how many you can select.
11. Referencing the bonuses you receive, determine your Max HP by adding your Body, your Life, and any bonuses you receive, together. Do the same for Max MP, but add your Soul, your Life, and the bonuses, instead.
12. You will receive modifiers for your Melee, Ranged, and Magic attacks from your class and other bonuses.
13. Your Sanity and Corruption are equal to your Life, plus your Mind; and your Life, plus your Aura; respectively, unless bonuses alter these scores.
14. Your Defense is 6, your Speed is 30, your Damage Reduction is zero, and your Initiative is equal to your Agility, unless bonuses alter these scores.
15. Write down the Demonic Skills you receive from your Demonic Class on the sheet for each Demonic Level you have.
16. Your GM will give you Proficiencies based on your character's Personality and Profession, along with an Attribute that proficiency is connected to. During the game, you can try convince your GM that your proficiency is applicable to the roll you are making, so long as the roll is made with the Attribute aligned with it. If the GM is convinced, you receive a bonus die.

Growing Stronger

As your characters advance throughout the story, your GM will declare certain points where you "Level Up". These moments should be treated as conclusions of chapters in a storybook. When you level up, add 1 Attribute Point to your character sheet, recalculate the other statistics based off the formulas listed above, and add the next level Demonic Skill to your character sheet. At level 2 and level 8, you also gain a Passive Skill from your Demonic Class. Your GM can reward the players with levels individually, but it is highly recommended that everyone playing level up at the same time and remain the same level throughout the story.

Assets and Complications

When you create your character, your GM may give you the option to take up to 3 Assets and 3 Complications. For each Asset you take, you lose an Attribute Point. For every Complication you take, you gain an Attribute Point.

| === Assets === | |
|-------------------------------|---|
| Name | Description |
| Incredibly Attractive | 10's grant an additional bonus die when rolling a Charisma Roll that interacts with a character that would be attracted to you, and doesn't have to do with Intimidation |
| Motivating Presence | Whenever you assist an ally, your ally gains Advantage on that roll |
| Friends in High Places | You may call upon a friend in a high-standing position of power once per session, for the cost of a Plot Point, and ask a favor of them |
| Friends in Low Places | You may call upon a friend in a criminal position of power once per session, for the cost of a Plot Point, and ask a favor of them |
| Low Profile | Standard Perception Rolls suffer Disadvantage when others try to recognize or identify your character. This is not applied to Astral or Psychic Perception Rolls. |
| Well Renown | <p>Your character has a level of fame or admiration among peers. This must be discussed with your GM before the game starts and should be linked either with your character's personality or profession. After an agreement is reached, find one of the benefits described below that best suits your character.</p> <ul style="list-style-type: none"> - Your character has been featured in the news for a positive reason and is generally recognizable by many. Engaging with the average person provides +1 to Charisma Rolls pertaining to friendly speech and interaction. - Your character has a large online following, consisting either of fans who are infatuated with you and donate to your social media presence. Should any of them meet you in person, they will immediately be charmed by you. - Your character is a star among their professional peers who revel at your work and consider it innovative in your field. Should any of them meet you in person, they will offer their services to assist within certain tasks related to your profession. - Your character has a military rank or official standing which is not only respected among your peers, but within other organizations as well. Should any of them meet you in person, and they are of lower rank than you, they will follow your commands so long as they do not endanger themselves or are unreasonable in the normal scope of requests. |
| Wealthy | Your character can withdraw a certain amount of money once per session, for the cost of a Plot Point, from a trust account not listed on their sheet. Roll a die. You receive that amount of money, multiplied by \$1500. |
| Sluggish | You gain a +2 bonus to Melee Attacks |
| Steady Hands | You gain a +2 bonus to Ranged Attacks |
| Naturally Magic | You gain a +2 bonus to Magic Attacks |
| Martially Adept | Your training with certain weapons allows you to use their specific design to their fullest capacity. Weapons with the Versatile property can be wielded with one hand, rather than two. |
| Business Owner | Your character is in control of a company whose assets are at your disposal. Discuss this company's role in the world your GM has crafted with them and determine what resources will be at your disposal before the game starts. Your GM might impose limits on your use of this Asset, such as making you convince a board of directors that this initiative is worthwhile for the business, before you can utilize them. |
| Healthy | Add your Power to your HP again when calculating it |
| Grip on Reality | Your character requires five strikes on their Sanity to fully drive them insane. |
| Light Demontouch | Your character requires five strikes on their Corruption to fully corrupt them. |

| === Complications === | |
|----------------------------------|---|
| Name | Description |
| Ugly As Sin | You can never attain bonus dice when rolling a Charisma Roll unless it has to do with Intimidation |
| Lone Wolf | You cannot receive any benefits from allies assisting you with rolls |
| Infamous | Your character has a level of infamy, which is described by the GM and will be exploited |
| Amorous | Your character must pass a Mind Roll (Dif 9) when interacting with attractive characters that they might be attracted to. On a failure, you become charmed by them. |
| Anger Management | Your character is extremely irritated by something or someone. Discuss and agree upon what or who that is with your GM. When encountering this per peeve, make a Mind Roll (Dif 9). On a failure, you become enraged. |
| Skeleton In The Closet | Your character has a secret, which is negotiated with the GM, that, if revealed, would scar your character immensely. The punishment for revealing this fact will be described by your GM |
| Bad Luck | At any time, once per session, your GM may deny you the ability to use Plot Points |
| Broke | Your character starts the game with barely any money and no vehicles |
| Homeless | Your character starts the game with no residences |
| Noodle Arms | You have a -2 penalty to Melee Attacks and Disadvantage on all Athleticism Rolls involving your arms |
| Shaky Grasp | You have a -2 penalty to Ranged Attacks and Disadvantage on all Finesse Rolls involving your arms |
| Metaphysically Challenged | You have a -2 penalty to Magic Attacks and Disadvantage on all Aura Rolls involving the arcane |
| Shortstack | Your character is rather small and petite. This makes utilizing certain large weapons rather impractical for them in combat. Due to their size and complexity, you have Disadvantage whenever trying to wield a weapon with the Large property. Furthermore, you cannot wield anything that could be considered a shield that is large enough to provide you with any usable bonus. |
| Overweight | Your character suffers a -5ft penalty to their Speed and Disadvantage on all Agility Rolls involving your legs |
| Addiction | Your character must ingest a narcotic that imposes a penalty, which is negotiated with the GM, at least once a day. If s/he fails to do so, you lose control of your character if they fail a Life Roll (Dif 9) |
| Fear | Your character instantly becomes frightened by something s/he is triggered by, like rodents, ghosts, or any type of known phobia, when s/he notices it and fails a Mind Roll (Dif 9) |
| Adrenaline Junkie | Your character instantly commits to a dangerous challenge that might harm or kill them, like base-jumping or riding on the top of a moving car, when s/he notices the possibility for one and fails a Mind Roll (Dif 9) |
| Allergy | Your character instantly becomes poisoned by something s/he is allergic to when s/he comes in contact with it and fails a Vitality Roll (Dif 9) |
| Loose Screw | At any time, once per session, your GM may override your Sanity threshold; causing you to instantly succumb to the threat |
| Demonbait | At any time, once per session, your GM may override your Corruption threshold; causing you to instantly succumb to the threat |
| Faulty Demontouch | At any time, once per session, your GM may impose a Life Roll (Dif 7+Strikes). If you fail, you suffer a -3 penalty to your Power for 24 in-game hours. |

Human Skills

When your Soul and Body scores reach a level indicated in the middle of this chart, you may take one Metaphysical or Physical skill, respectively, from this chart, and mark it on your sheet. You gain the indicated bonuses.

| === Human Skills === | | |
|--|-------|---|
| Metaphysical | Level | Physical |
| <u>Magic Proficiency</u> : +1 to Magic Attack <u>Pacifist Proficiency</u> : Choose a Source Attribute and circle its label. Non-combat rolls for this Attribute gain +1 die. | 1 | <u>Melee Proficiency</u> : +1 to Melee Attack <u>Ranged Proficiency</u> : +1 to Ranged Attack |
| <u>Magic Reserves</u> : Add your Power to your MP when calculating it <u>Heightened Senses</u> : +1 to Perception Rolls pertaining to non-magical circumstances <u>Cum Laude</u> : +1 Mind Rolls pertaining to non-magical circumstances | 2 | <u>Fortitude</u> : +2 to Damage Reduction when attacked with a Physical Attack <u>Sprinter</u> : Add 5ft to your Speed for every 4 points of Agility you have <u>Alertness</u> : 1's no longer remove successes when rolling Initiative |
| <u>Diplomat</u> : +1 to Charisma Rolls pertaining to persuasion <u>Snake Tongue</u> : +1 to Charisma Rolls pertaining to deception <u>Smooth-Talker</u> : +1 to Charisma Rolls pertaining to seduction <u>Midas Touch</u> : +1 to Charisma Rolls pertaining to haggling and gambling | 4 | <u>Heroic Surge</u> : Once between long rests, you may perform an additional attack action <u>Ambidexterity</u> : You may attack a single target with two one-handed weapons at the same time. Treat the attack as one attack, with 150% of the normal dice. <u>Opportunist</u> : All rolls made during a held action get +2 dice <u>Constitution</u> : Once per in-game day, as a movement action, you may roll a Vitality Roll (Dif 7). You regain 3HP per success this way. |
| <u>Magic Off-Hand</u> : You may use a one-handed weapon, and cast a spell during your attack <u>Demonic Attunement</u> : +1 to Perception Rolls pertaining to magical circumstances. This includes psychic and astral perception <u>Virtuous</u> : +2 to your Corruption Threshold | 6 | <u>Robust</u> : Add your Demonic Level to your HP when calculating it <u>Firearm Proficiency</u> : You suffer no penalties from using a burst-fire or automatic firearm <u>Mounted Combat</u> : You suffer no penalties from attacking while riding in a moving vehicle |
| <u>Magical Endurance</u> : +2 Damage Reduction when attacked with an Elemental Attack <u>Magical Accuracy</u> : Spells you cast that impose a Saving Roll now force targets to achieve 1 more success to pass | 9 | <u>Martial Artist</u> : Unarmed Attacks now use 150% the normal number of dice when attacking <u>Double Tap</u> : You may choose to use twice as much ammo with semi-automatic firearms or non-firearm weapons when attacking. |
| <u>Magical Sophistication</u> : Magic Attacks are now calculated with the Energy Attribute, not the Aura Attribute <u>Railroading</u> : You may spend a second Plot Point to roll a third time, should you dislike the outcome of a reroll <u>Plot Power</u> : At the beginning of combat, you may spend a Plot Point to recover MP equal to your Power | 12 | <u>Warrior Sophistication</u> : Melee Attacks are now calculated with the Strength Attribute, not the Athleticism Attribute <u>Marksman Sophistication</u> : Ranged Attacks are now calculated with the Dexterity Attribute, not the Finesse Attribute <u>Plot Armor</u> : At the beginning of combat, you may spend a Plot Point to recover HP equal to your Power |
| <u>Double Spell</u> : You may cast two spells or perform two Magic Attacks during your attack. You must pay the MP Cost of both spells <u>Double Hold</u> : You may provide two clauses that trigger any held actions you take during your turn <u>Savant</u> : Proficiencies listed that pertain to Metaphysical Attributes grant +4 dice, not +1 | 16 | <u>Double Strike</u> : When attacking with melee weapons, you swing twice. <u>Double Spray</u> : You may choose to use twice as much ammo with burst-fire or automatic firearms when attacking. <u>Expert</u> : Proficiencies listed that pertain to Physical Attributes grant +4 dice, not +1 |
| <u>Masterful Spellcaster</u> : 1's no longer remove successes when rolling Magic Attacks when not disadvantaged <u>Overcome Disadvantage</u> : Whenever you are disadvantaged in any capacity, only 1's will remove successes; nothing else <u>Otherworldly Effort</u> : 10's grant an additional bonus die when rolling a non-combat roll that pertains to a Metaphysical Attribute | 20 | <u>Masterful Warrior</u> : 1's no longer remove successes when rolling Melee Attacks when not disadvantaged <u>Masterful Marksman</u> : 1's no longer remove successes when rolling Ranged Attacks when not disadvantaged <u>Extreme Effort</u> : 10's grant an additional bonus die when rolling a non-combat roll that pertains to a Physical Attribute |
| <u>Demonic Limit Break β</u> : Fill in the third "Passive" slot in your Demonic Skills List with any passive ability from your Demonic Class. This does not allow you to take any one passive a "third" time <u>Energy Mastery</u> : 10's grant an additional bonus die when rolling a combat roll that pertains to a Metaphysical Attribute | 25 | <u>Demonic Limit Break α</u> : When using your Devastation Move, instead of immediately taking a strike on your Corruption, roll a die. You only take a strike if you roll a 6 or lower. <u>Combat Mastery</u> : 10's grant an additional bonus die when rolling a combat roll that pertains to a Physical Attribute |
| <u>Defying Laws of Metaphysics</u> : Once per session, you may choose to automatically succeed a roll that pertains to a Metaphysical Attribute. Roll 1 die to determine the successes you get | 30 | <u>Defying Laws of Physics</u> : Once per session, you may choose to automatically succeed a roll that pertains to a Physical Attribute. Roll 1 die to determine the successes you get |

Demonic Classes

There are twelve Demonic Classes, one of which will be bestowed upon your character when a demon fails to possess them. Choose a class when you create your character. This will determine numerous skills you receive as you grow stronger throughout your adventure.

1- **Wrathbeast** – A raging destroyer of the Hellscape; their gargantuan size and strength make them dangerous foes at a close distance, and very hard to stop. Very little matches their raw physical power.

Wrathbeasts are in tune with their **Vitality** and follow the Berserker & Demonhulk Paths

2- **Marilith** – An indescribable shapeshifter; Mariliths have broken the bonds of rigid forms. They change their bodies to overcome obstacles and make themselves an undefeatable opponent. They can do the same to others, as well.

Mariliths are in tune with their **Vitality** and follow the Mutation & Demonform Paths

3- **Erinyes** – A vigilant demon warrior trained under the military might of the Hellscape; Erinyes' are tactical leaders and effective weapon-users. An Erinyes will hit their mark and slay their prey when no one else can.

Erinyeses are in tune with their **Strength** and follow the Commander & Death Knight Paths

4- **Fallen Angel** – A corrupted puritan, born again evil; "Fallen Angel" is just the name our world has given this demon. Fallen Angels move at a blinding speed and strike with numerous blows. They weaken their opponents with the very light with which they use to move.

Fallen Angels are in tune with their **Strength** and follow the Sunshine & Eclipse Paths

5- **Reaper** – A deadly collector of souls; Reapers use the power of death to become stronger. Their proficiency with firearms is unmatched in both ammunition and lethality. They can also call upon those they've killed for an extra edge in battle.

Reapers are in tune with their **Dexterity** and follow the Bloodlust & Ferrier Paths

6- **Illrigger** – A twister of fate and destiny; the Illrigger uses their innate cunning and dastardly deeds to obtain the upper hand. Manipulating the direction of attacks and avoiding damage is the fighting style of the Illrigger. They are an undeniable threat.

Illriggers are in tune with their **Dexterity** and follow the Assassin & Mercenary Paths

7- **Gremlin** – An impish tinkering demon; Gremlins are used as scouts to collect information about parallel dimensions. As a result, they contain arcane knowledge about how to control the technology of whichever world they plan to invade.

Gremlins are in tune with their **Mind** and follow the Sparkplug & Techno Paths

8- **Banshee** – A lost soul that has grown in power; Banshees have gone insane in the Hellscape and crave bodies to possess. They hunt in the dark, break the shackles of Life Force in their prey, and separate their victim's souls from their vessels.

Banshees are in tune with their **Mind** and follow the Spirit & Shadow Paths

9- **Succubus** – An embodiment of carnal corruption; "Succubus" is just the name our world has given this demon. The power to control others through their own submission is just one of the ways Demons drain energy from their victims.

Succubi are in tune with their **Charisma** and follow the Seduction & Trickster Paths

10- **Mystic** – A delver into the arcane unknown, emerging with a gift of sight; Mystics have influence over the mental states of Humans and Demons alike. Altering the thoughts of friends and foes, they bring a unique element to the battlefield.

Mystics are in tune with their **Charisma** and follow the Psychic & Hypnotist Paths

11- **Warlock** – A devout worshiper of the Demons; Warlocks are creatures from other planes that choose to remain within the Demonic HellScape. In return, they learn to control the elements as they see fit and aid the Demons as their pawns.

Warlocks are in tune with their **Energy** and follow the Spellcaster & Battlemage Paths

12- **Demilich** – A molder of the discarded flesh of the dead; Demilichs drain the power from the living and sculpt the dead into their will. Their victim's powers become their own and is used to lethal effect alongside their enslaved undead minions.

Demilichs are in tune with their **Energy** and follow the Vampire & Necromancer Paths

Wrathbeast**Berserker and DemonHulk Paths****Vitality Attribute**

- 1- Bash – Every successful melee attack gets +1 success towards their damage
- 2- Pugilistic Stance – You receive +1 to Defense whenever an enemy is within 5ft of you. This resets when they leave your range.
- 3- Demonic Might – Spend any amount of MP up to your Demonic Level before making a melee attack: add +1 success per MP spent if the attack deals damage. You must pay the MP Cost twice if wielding two weapons

----- Paths -----

Berserker = BR = Your demonic powers manifest through raw hatred and fury, increasing your damage output drastically

DemonHulk = DH = Your demonic powers thicken your skin and hone your fortitude into a resilient structure

- 4- BR – Rage Alpha – You can now Rage in battle for three rounds of combat; while raging, you can add +2 to Melee attacks
DH – Rage Beta – You can now Rage in battle for three rounds of combat; while raging, you can add +1 to your Defense
- 5- **Devastation Move – Barbaric Endurance** – You may choose to “endure” an attack upon receiving it. Immediately take a strike of Corruption, then reduce the amount of damage you take from a single attack by twice your Power. If the amount received is less than your Power, perform an immediate Melee counterattack on the attacker, if it is in range.
- 6- BR – Instigation – You get +2 to your next Melee Attack if you attack the person that attacked you last
DH – Remain Conscious – You no longer fall unconscious when you are at OHP; instead, you are barely conscious, but can only be prone and can only crawl or take one free action
- 7- BR – Fueled by Pain – If you receive damage from a Melee attack between your turns in combat, you add +1 to your next successful Melee attack, for each attack received
DH – Demonic Hide – If you receive damage from a Melee attack between your turns in combat, you regain 1 HP on the beginning of your next turn for each attack received
- 8- **BOTH – Double Bash** – Every successful Melee attack now gets +2 successes towards their damage
- 9- BR – Fury – Successful Melee Attacks made without weapons shove targets backwards up to 10ft if you choose
DH – Spikes – Melee attackers now take 1 damage for every success they don’t get when they roll to attack you
- 10- BR – Insane Combat – After a successful Melee Attack, you may spend 1 MP and choose a target you can see within 40ft of you. If the damage dealt is more than their Sanity Threshold, the target becomes frightened.
DH – Regenerate – As a movement action, spend a number of MP up to your Power. You recover 2 HP for every MP spent
- 11- **BOTH – Angst** – At any time, whenever you are below half your Max HP (round down) in combat, you may state that you are utilizing Angst. From then on, for the next three rounds, your Melee attacks have Advantage. You cannot do this again until your character regains their HP back to their natural maximum amount.
- 12- BR – Maddening Combat – +1 to Melee Attacks for every strike you have on your Sanity
DH – Neutralize – +2 to Charisma Rolls towards intimidation within 40ft one time after an enemy fails an attack on you
- 13- BR – Berserk – During Rage, you may declare your character goes Berserk; you deal twice as much damage, but your GM controls your character, attacking the nearest person (friend or foe) until you pass a Mind roll (Dif.8). If/when you pass, you regain control of your character sheet. Your character can be berserk for as long as they remain out of your control, or total of six rounds once you regain control, counting the rounds spent out of your control. This means that if you fail to regain control of your character until after the sixth round, your character is no longer berserk upon retrieval.
DH – Dreadnaught – For 6MP, you become all but invulnerable for 1 turn; continue to pay the cost to maintain this

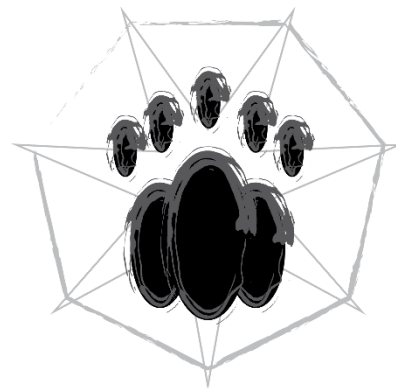


----- Passives ----- (Take one at Level 2 and another at Level 8)

- Demonic Hide – You gain +2 Damage Reduction for all physical sources; take this twice for +4 instead
- Intimidation – You gain +1 to Charisma Rolls pertaining to Intimidation
- Fight Club – You gain +1 to Defense whenever an enemy is within 10ft of you, instead of 5ft. Take this twice to increase this range to 15ft.
- Pool of Health – You now add 10 to your Max HP when calculating it; take this twice to add 25 Max HP
- Advanced Bull Rush – Targets hit by your Bull Rush move twice as far back
- Extreme Might – When using Demonic Might, you may spend MP up to your Demonic Level, plus 2
- Head Bash – If you wish, after rolling a melee attack, you may choose to ignore the bonus that Bash grants. If you do, roll another die. If that die is 8 or higher, the target is now Stunned for 1 round
- Bashful - If you wish, after rolling a melee attack, you may choose to ignore the bonus that Bash grants. If you do, roll another die. If that die is 8 or higher, the target is now Frightened for 1 round
- Bashtag Demontouched – If you wish, after rolling a melee attack, you may choose to ignore the bonus that Bash grants. If you do, check to see if the damage dealt exceeds the target's Corruption Threshold. If it does, the target takes a strike on their Corruption

Marilith**Mutator and MonsterForm Paths****Vitality Attribute**

- 1- Mutations – Choose a selection of Positive Mutations from the list. Use your Vitality to determine how many Mutations you may take this way. Some will require more points to take, and some can be taken more than once. These are always active, and you don't pay the MP Cost. You cannot change these mutations until the beginning of every in-game day, where you must change at least one of the Mutations to another. Refer to the Marilith Spell Book.
- 2- Mutate Other – For various MP Costs, you may impose a Positive or Negative Mutation onto another that you can touch. If the target is unwilling, you must succeed a Melee attack against them, and the target will need to pass a Vitality Roll (Dif 6) to prevent changes. The number of successes they need is equal to your Life Attribute. Refer to the Marilith Spell Book.
- 3- Animal Control – For 1MP, you may mutate the mind of an animal you can touch to obey you and your will. Unwilling targets require you to succeed a Melee attack against them. You may only have a maximum of animals equal to half your Demonic Level mutated this way. Once mutated, you may apply Positive Mutations to them and have them fight in combat, within the limit that the GM allows.



----- Paths -----

Mutator = MU = Your demonic powers allow you to control the shape and function of a Human's physical form, and not just your own.

MonsterForm = MF = Your demonic powers allow you to assume the form of well-known mythological beings, such as Centaurs, Driders, Nagas, Merfolk, and Werewolves.

- 4- MU – Plant Control – As a free action, your character can control plantlife within 50ft. You can command it to restrain or attack targets within reach. Your GM will tell you what each plant can do. Once mutated, you may apply Positive Mutations to them and have them fight in combat, within the limit that the GM allows.
MF – MonsterForm Transformation – Specify one of the monsters listed within the Marilith Spell Book. Follow the rules specified there. You may now transform into that MonsterForm as a movement action.
- 5- **Devastation Move – Shapeless Horror** – On your turn, you may choose to become a 'shapeless horror'. Immediately take a strike on your Corruption, then refer to the Marilith Spell Book to assess your new abilities in combat, or out. You may use this form's MonsterForm Strike at Level 7 regardless of if you took the Mutator or MonsterForm path. This form lasts for one in-game minute, or six rounds of combat.
- 6- MU – Mutation Slime – You may now perform the Mutate Other skill as an Agility Ranged Attack towards targets up to 40ft away.
MF – MonsterForm Powerup – Increase the abilities of one of your specified forms to the next level
- 7- MU – Plant Transformation – You now have access to new Mutations that are specifically for mutating the plantlife around you. Refer to the Marilith Spell Book.
MF – MonsterForm Strike – While transformed, you may spend the MP Cost listed for your current MonsterForm in the Spell Book. If you do, you perform whatever is listed within your MonsterForm's Demon Strike ability.
- 8- MU – Wild Mutation – During combat, you may choose to add additional Vitality Points worth of mutations above maximum to yourself. When combat finishes, these mutations end, and doing so imposes an effect from the Wild Mutations Chart for every 2 points you added that exceeded your maximum. Refer to the Marilith's Spell Book.
MF – Additional MonsterForm – Specify another MonsterForm, You may now transform into this form as well.
- 9- MU – Mutation Blood – If the target of your attack is mutated and has less than half its Max HP remaining, you may add +2 to the attack.
MF – MonsterForm Powerup – Increase the abilities of one of your specified forms to the next level
- 10- MU – Plant Symbiosis – Your mutation abilities allows you to absorb plants into your body, fusing them to your skin and bolster your abilities. Refer to the Marilith Spell Book.
MF – MonsterForm Powerup – Increase the abilities of one of your specified forms to the next level
- 11- MU – Mutation Soul – For every strike on a target's Life Force, the Vitality Roll to resist mutations have +1 Difficulty.
MF – Additional MonsterForm – Specify another MonsterForm, You may now transform into this form as well.
- 12- MU – Mutation Mastery – You now have access to the Master Mutations Chart in the Marilith Spell Book.
MF – MonsterForm Powerup – Increase the abilities of one of your specified forms to the next level
- 13- MU – Human Symbiosis – If a target is within 5ft of you, and both you and it are mutated, you may make a Melee Attack. If you succeed, the target must succeed a Life Roll (Dif 7+Strikes) with as many successes as you receive, or it suffers a strike

for every success it lacks. If the target takes the maximum number of strikes on its Life Force, its soul leaves its body as you meld its flesh into yours. You may regain all HP, MP, and remove all Strikes on your Life Force, or you may immediately apply the Master Mutations “Grow” and “Multiply Arms” to your character, ignoring the Vitality Cost. Additionally, for 6 MP, you can transform your body into the one you absorbed, becoming that person for a number of minutes equal to your Power.

MF – MonsterForm Mastery – Choose one of your MonsterForms you have reached Level 3 with. You have access to the Master Skill within that form. If you have not reached Level 3 with any MonsterForm, you may choose to rearrange the number of Levels necessary to reach Level 3 with one of your forms and take the Mastery Level in that form. You may also choose to ignore the Mastery Level, and simply increase the abilities of one of your specified forms to Level 3.

----- Passives ----- (Take one at Level 2 and another at Level 8)

- Mutilator – When attacking an unwilling target while using Mutate Other, you may add +2 dice to your Attack Roll; take this twice for +4 dice.
- Polymorpher – When choosing your Positive Mutations, use your Power, not your Vitality, to determine how many you can take.
- Varied Outfits – You may take an additional MonsterForm Transformation. You must take the MonsterForm Path if you take this passive at Level 2, and you must wait until Level 4 to receive this. Take this twice for a second additional MonsterForm.
- Mutate Into Animal – You may transform into an animal that you have mutated before. Your GM may alter your character’s stats while in this form. You must take the Mutator Path if you take this passive at Level 2, and you must wait until Level 4 to receive this.
- Transformation Longevity – The amount of time your Mutations last on others is increased by 50%. The length of time you can stay in your MonsterForm is also increased by 50%. Take this twice to increase them by 100%.
- Return to Normal – When returning to normal from a MonsterForm shape, the Difficulty of your Life Roll is now 7; take this twice for it to be 6. You must take the MonsterForm Path if you take this passive at Level 2, and you must wait until Level 4 to receive this.
- Plot Fueled Mutations – You may change one of your Mutations at any time for a Plot Point.

== Marilith Spell Book ==

Mutations

Use the following lists to view Mutations and their effects. When choosing Positive Mutations, you may select any number of Mutations, so long as their Vit Cost doesn't exceed your Vitality. When you need to change a Mutation, you may change more than one to get a Mutation with a higher Vit Cost. When applied to someone other than yourself, the Mutations last for a number of rounds equal to your Vitality.

| === Positive Mutations === | | | |
|----------------------------|--|----------|---------|
| Name | Description | Vit Cost | MP Cost |
| Thick Skin | Your skin becomes thicker, like leather, but still feels the same to the touch. Your Defense cannot be lower than an 8 unless you assume a Monster Form. | 1 | 1 |
| Primal Scent | Your nose takes on an anthropomorphic shape. All Perception Rolls towards smell have Advantage | 1 | 2 |
| Feral Hearing | Your ears take on a lycanthrope-like form. All Perception Rolls towards hearing have Advantage. | 1 | 3 |
| Lupine Awareness | The hairs on your skin become extremely sensitive. You can no longer be caught by surprise unless by magical means (i.e. Invisibility) | 1 | 3 |
| Gills | A set of slits form on the sides of your neck. You can now breathe underwater. | 1 | 3 |
| Silent Steps | The soles of your feet grow a layer of extra-soft cushioning. You have Advantage on all Finesse Rolls made towards Stealth | 1 | 3 |
| Fluid Attribute | Increase one of your Core Attributes by 1. Do not affect any other scores on your sheet when you do this. | 1 | 4 |
| Tail | A monkey-like tail grows from your tailbone. You have Advantage on all Dexterity Rolls made towards balance. You may also use the tail as a prehensile appendage, but you do not apply this Advantage to Rolls made towards using it | 2 | 3 |
| Second Heart | You grow a second heart that beats in tandem with your first. 1's no longer remove successes from Life Rolls that add Strikes to Difficulties | 2 | 4 |
| Eagle Vision | Your eyes grant you a telescopic ability, allowing you to zoom into whatever it is you're looking at. All Perception Rolls that involve sight in lit areas have Advantage. | 2 | 4 |
| Fangs | As a Melee Attack, you now have the option to bite a target. Bites poison the target if they fail a Vitality Roll (Dif 8) | 3 | 2 |
| Jellicle Cat | Your muscles firm up around your calves and thighs, giving them a feline athletic build. You add +5 to your Speed | 3 | 4 |
| Night Vision | Your pupils form a feline slit that widens in the dark. You can see up to 40ft, even in complete darkness, and 100ft in very dim light. | 3 | 4 |
| Thermal Vision | Your eyes transform into those of a snake. You can see heat signatures up to 40ft away, even through walls. | 3 | 5 |
| Spider Fingers | Your hands form gripping hairs along their palms and fingertips. You have Advantage on all Athleticism Rolls made towards climbing | 3 | 5 |
| Claws | Your nails turn into hardened, pointed claws. Unarmed Melee Attacks now let you roll 150% the normal amount of dice and you may add +1 success to Melee attacks made with them that deal damage. | 4 | 5 |
| Poison Skin | Your skin turns a sea-sickly shade and secretes poisonous oil. Any human that touches your bare skin with theirs becomes poisoned. | 4 | 5 |
| Demonic Presence | Your eyes turn a bright red as magical presence becomes more apparent to you. You may circle the "Demonic" quality of your Perception and can now perceive demonic activity within people and the world. | 4 | 5 |

| === Negative Mutations === | | |
|----------------------------|---|---------|
| Name | Description | MP Cost |
| Mute | Seals the target's lips together, making audible speech impossible. | 2 |
| Distort Beauty | Changes the shape of the target's face into an ugly warped form. All Charisma Rolls have Disadvantage. | 3 |
| Nausea | Churns the target's stomach to induce nausea. The target becomes poisoned if it fails to achieve 3 successes on a Vitality Roll (Dif 8) and takes damage equal to 25% your Power at the beginning of each of their turns until the mutation ends. | 3 |
| Festering Odor | Causes the target to stink profusely. The target, and anyone within 30ft of him/her, must achieve 3 successes on a Vitality Roll (Dif 6) or become poisoned until the mutation ends. | 4 |

| | | |
|---------------------------|--|----------|
| Sudden Weight Gain | Multiplies the amount of body fat on a target by 200%. The target's Agility becomes 1 and the target's speed is halved until the mutation ends. | 5 |
| Skin to Glue | Causes the target's skin to secrete very sticky oil from their skin, causing everything they touch with their bare hands impossible to detach until the mutation ends. Any weapon they have equipped cannot be unequipped or reloaded. Any object they are holding cannot be let go of or thrown. Any solid surface they touch with bare hands adheres them to that surface. | 5 |
| Flailing | Causes the character to lose control of their motor functions, as they spiral into sporadic and random movements. Your GM will determine what occurs, based off the successes the target gets on his/her Mind Roll (Dif 8) | 5 |
| Arms to Tentacles | Transforms the target's arms into prehensile tentacles, tipped with octopus-like points instead of human hands. The target immediately drops anything s/he was holding. For the duration, attempting to pick anything up requires a Dexterity Roll (Dif 8) and all Melee and Ranged Attacks, except for unarmed Melee Attacks, have Disadvantage. | 5 |
| Fused Legs | Melds the target's legs together, making walking impossible. The target falls prone if it fails to achieve 3 successes on a Dexterity Roll (Dif 8). The target can crawl but cannot walk or run. The target's Speed is 5ft. | 6 |
| Mind Screw | Warps the target's mind into hallucinating terrible things. The target takes a strike on its Sanity if your Power, plus the number of successes on this attack, is higher than the target's Sanity Threshold. | 6 |
| Blind | Seals the target's eyelids shut, making vision impossible. All Perception Rolls involving sight immediately fail. All Attacks have double disadvantage, all Ranged and Magic Attacks have an effective score of 1, and Defense suffers -2 for the duration. | 6 |
| Body to Ooze | Transforms a solid body into a blob of semi-opaque green viscous liquid until the mutation ends. The target has disadvantage on all rolls and cannot jump, leap, or otherwise climb off the surface s/he is on. All Armor currently worn by the target is unequipped. | 8 |

| === Plant Transformations === | | |
|-------------------------------|---|----------------|
| Name | Description | MP Cost |
| Plant Perception | Choose a plant within 100ft of you. You can see, hear, smell, and touch, whatever you could from this plant's location, as if it had Human quality perception. | 1 |
| Extreme Growth | You cause a plant within 100ft of you to grow rapidly. The plant immediately becomes one size larger than it is. | 2 |
| Tentacle Strike | You cause a plant within 100ft of you to grow two vine-like tentacles, swinging at any target within 15ft of the plant the GM chooses on your turn. Each tentacle attacks with your Melee Attack Score and deals Nature damage equal to half your Power upon any success. | 4 |
| Acid Bomb | You cause a plant within 100ft of you to explode in a mass of bile. This destroys the plant in the process. The blast radius is 5ft, plus 5ft for every size larger than Tiny that it is. Everyone in that area must Roll a Dexterity Roll (Dif 8); they take Poison damage equal to your Power if they fail. They take half that if they succeed. | 5 |
| Pollen Bomb | You cause a plant within 50ft of you to explode in a mass of pollen spores. This destroys the plant in the process. The blast radius is 5ft, plus 5ft for every size larger than Tiny that it is. Everyone in that area must Roll a Dexterity Roll (Dif 8); they take Nature damage equal to your Power if they fail to achieve 3 successes and suffer one of the following effects: - They fall asleep if they fail a Life Roll (Dif 8) - They suffer a Negative Mutation of your choice if they fail a Vitality Roll (Dif 8) - They cannot use any ability that costs MP if they fail an Energy Roll (Dif 8) - The target uses their next movement action in a manner of your choosing if they fail a Mind Roll (Dif.8) They take half that and suffer no effects if they succeed. | 6 |

| === Plant Symbiosis === | | |
|-------------------------|--|----------|
| Form of Tree | You can transform your entire body into a tree that is the same height as your character. Additionally, you can meld your body into any other preexisting tree that is the same size, or larger, than you. You and your gear disappear completely into the tree. While in this state, you recover 1 HP every two minutes you exist this way, but you cannot perform any other actions, other than to transform back into a human by paying this MP Cost again. If you melded into a preexisting tree, you have the option to reappear from any part of the tree, including its roots, if they are close enough to the surface. | 5 |

| | | |
|--------------------------|--|----------|
| Form of Vines | You can transform your entire body into a mass of vines that is the same length as your character. Additionally, you can meld your body into any other preexisting mass of vines that is the same size, or larger, than you. You and your gear disappear completely into the vines. While in this state, you can attempt to Grapple any target within 5ft of you; you have Advantage if you do so. You cannot perform any other actions, other than to transform back into a human by paying this MP Cost again. If you melded into preexisting vines, you have the option to reappear anywhere the vines have spread, including its roots, if they are close enough to the surface. | 5 |
| Form of Moss | You can transform your entire body into a mass of moss that is the same size as your character. Additionally, you can meld your body into any other preexisting mass of moss. You and your gear disappear completely into the Moss. You cannot perform any actions, other than to transform back into a human by paying this MP Cost again. If you melded into preexisting moss, you have the option to reappear anywhere on the surface of the moss, or the surface of the stone that the moss has grown on, including the opposite side of it. | 5 |
| Form of Mushrooms | You can transform your entire body into a mass of mushrooms that is the same size as your character. Additionally, you can meld your body into any other preexisting mushroom, causing that singular mushroom to blossom and spread into a mass of them. You and your gear disappear completely into the mushrooms. While in this state, you can spend 2MP to release a cloud of spores 5ft next to you. These spores deal Poison damage equal to half your Power if the target fails to achieve 3 successes on a Vitality Roll (Dif 8). You cannot perform any other actions, other than to transform back into a human by paying this MP Cost again. If you melded into preexisting mushrooms, you have the option to release yourself as a cloud of spores that can float at a Speed of 15ft, reappearing wherever the spores are after 1 minute. | 6 |

| === Master Mutations === | | | |
|--------------------------|--|-----------------|----------------|
| Name | Description | Vit Cost | MP Cost |
| Wings | Causes mutated wings to sprout from your shoulder blades. This grants you the ability to fly at a Speed of 50ft | 5 | 12 |
| Shrink | You decrease in size by 50%. This new small form grants Advantage to all Dexterity and Finesse rolls, but Disadvantage to Strength and Athleticism rolls. Also, your speed is halved, and Ranged Attacks directed at you have Disadvantage. | 4 | 10 |
| Grow | You increase in size by 50%. This new large form grants Advantage to all Strength and Athleticism rolls, but Disadvantage to Dexterity and Finesse rolls. Also, it becomes impossible to enter stealth, and Melee Attacks directed at you have Disadvantage. | 4 | 10 |
| Multiply Arms | You grow an extra set of human arms. Each arm can equip a weapon, just as your normal ones can; can attack a separate target; gain their own attacks during your attack action; and can be used independently like your own arms, limited only by your creativity. Attacking with all of these arms functions just as described in the Human skills pertaining to attacking with multiple weapons. | 6 | 15 |
| Shapeshift | A tattoo of an object appears on your back. At will, you assume the shape of that object, within the same bodily proportions as your character. When you do this, all your gear melds seamlessly into your body. If you do this as a Negative Mutation, you impose the chosen object and it happens instantly on the target. | 6 | 15 |
| Metal Form | Your skin transforms into something akin to steel. Your weight is increased by 400% and you are immune to all forms of damage except Fire, Lightning, and Demonic type damage. | 7 | 15 |

Wild Mutations

After combat ends, if you used Wild Mutations, roll a single die. Follow the chart below based off what you rolled.

| Outcome | Description |
|---------|---|
| 1 | The Mutation Slime skill instantly occurs from your body multiple times, each instance targeting an ally within range. The GM chooses the Negative Mutation to impose on each instance. |
| 2 | The effects of “Body To Ooze” from the Negative Mutations chart is applied to you for the next four hours |
| 3 | The effects of “Distort Beauty” from the Negative Mutations chart is applied to you for the next four hours |
| 4 | Your tongue suddenly grows 3ft in length. It sticks out of your mouth, making you look ridiculous and rendering it impossible to speak clearly, for the next 30 minutes |
| 5 | Your hands suddenly grow two extra fingers on each, making handshakes kind of weird |
| 6 | The effects of “Shrink” from the Master Mutations chart is applied to you for the next four hours |
| 7 | Your character’s voice takes on pitch more attune to the opposite gender of your character for the next four hours |
| 8 | Your character gains resistance to all bludgeoning damage for the next four hours |
| 9 | You retain the Mutations that you have chosen for Wild Mutations until the end of the in-game day |
| 10 | Your next attack deals additional damage equal to your Power |

MonsterForms

MonsterForm grants attribute bonuses when you transform into them, as well as unique abilities. You gain additional abilities as you acquire the MonsterForm Powerup skills from your Demonic Path. You retain all the abilities from the previous levels. When in a MonsterForm, instead of falling unconscious when you reach OHP, you instead revert to your Human form. When you transform back into a Human from one of these forms, you must make a Life Roll (Dif 8). Failing to achieve 3 successes imposes Exhaustion until you rest. Your transformation lasts a maximum of 10 Minutes, forcing you to revert after.

| === Drider === | | | |
|--|---|--------------|-------------|
| A large, half-spider form, transforming your lower half into that of a giant eight-legged spider. The hardened exoskeleton plates on your thorax and legs grant improved offensive and defensive abilities | | | |
| HP = 40 | | Speed = 30ft | Defense = 8 |
| Level | Abilities | | |
| 1 | <ul style="list-style-type: none">- You can climb and walk on walls, ceilings, and across webs without hindrance- You can perform an additional unarmed melee attack with one of your legs on your attack action. They have a +2 to their Attack and your leg can strike a different target than your weapons, if you choose- Your exoskeleton has +3 Damage Reduction for Physical, Earth, and Lightning damage but takes +3 damage from Fire and Nature damage | | |
| 2 | <ul style="list-style-type: none">- You may perform two additional leg attacks, targeting a different target with each if you wish- Instead of attacking with your legs, you may choose to attack with a bite. This is an Athleticism Melee Attack that has +2 to its rolls and adds 3 poison damage on a hit. This attack also leaves the target poisoned if they fail to achieve 3 successes on a Vitality Roll (Dif 8). | | |
| 3 | <ul style="list-style-type: none">- You may attack three times with your legs- Instead of attacking with your legs, you may choose to shoot a glob of webbing out of your thorax. Roll a Finesse Ranged Attack against a single target up to 30ft from you. If you are successful, they become restrained | | |
| Monster-Form Strike | You shoot thick webbing out of your thorax; choose a spot you can see within 40ft of you. Your webs cover a 15ftX15ft area centered on that spot. Don't roll an Attack, instead, target(s) in that area must Roll a Dexterity Roll (Dif 8); they become restrained and take poison damage equal to your Vitality if they fail. They take half that and are not restrained if they succeed. | | MP Cost |
| | | | 5 |
| Mastery | <ul style="list-style-type: none">- When using your MonsterForm Strike, you now choose a spot you can see within 100ft. It now covers a 25ftX25ft area in webbing and the Difficulty to avoid being restrained is now 9.- When you attack with a bite, you now regain HP equal to the damage dealt- When you are walking on walls and ceilings, you roll all Attack Rolls with Advantage, and all Attacks towards you are rolled with Disadvantage- Your exoskeleton now also ignores all Ballistic damage | | |

| <p style="text-align: center;">=== Naga ===</p> <p style="text-align: center;">A long, half-snake form from the Fungal Hell, transforming your lower half into a powerful slender snake tail. Your new tail offers protection with its scales and heightened reflexes with its length.</p> | | |
|--|--|--------------|
| HP = 35 | | Speed = 35ft |
| | | Defense = 8 |
| Level | Abilities | |
| 1 | <ul style="list-style-type: none"> - You can lunge forward in a straight line up to 10ft as a bonus action so long as you perform a Melee attack immediately after - You can see thermal signatures up to 40ft away, even through walls - Instead of attacking with your weapons, you may choose to attack with a bite. This is an Athleticism Melee attack that has +2 to its rolls and deals its damage as poison damage. This attack also leaves the target poisoned if they fail to achieve 3 successes on a Vitality Roll (Dif 8), causing them to take 1 poison damage at the beginning of each of their turns. - You add +1 to Finesse Rolls towards Stealth and +1 to Stregnth Rolls towards Grappling | |
| 2 | <ul style="list-style-type: none"> - You gain +2 to all Attacks when targets are unaware of you - Because of the shape of your body, you can never be knocked prone. You are always considered standing unless you choose to be prone. If you do, you can immediately stand at any time - You can now lunge forward up to 15ft - Whenever you Grapple a target, they are completely restrained and cannot take any actions other than attempting to break free | |
| 3 | <ul style="list-style-type: none"> - You add +2 to Finesse Rolls towards Stealth and +2 to Grappling - You now add +3 to all Attacks towards unaware targets - Your bite now deals 2 damage at the start of every turn, instead of 1, to poisoned targets - All Strength Rolls towards breaking free from your Grapple have Disadvantage. Additionally, you may now choose to constrict any grappled foe as a free action. Roll a single die and deal that many successes worth of damage to the target. | |
| Monster-Form Strike | You spray a thin stream of potent venom from your fangs. Choose a target you can see within 75ft. If you succeed a Finesse Ranged Attack with at least 2 successes, the target becomes poisoned as if bit. | MP Cost |
| | | 4 |
| Mastery | <ul style="list-style-type: none"> - You now see thermal signatures up to 120ft away, even through walls - All Perception Rolls towards detecting you have Disadvantage - You may now lunge without the requirement of making a Melee Attack afterwards - When using your MonsterForm Strike, you may choose to shoot flammable venom instead of poison. It ignites upon contact with oxygen. If you do, choose a target you can see within 75ft. If you succeed a Finesse Ranged Attack with at least 4 successes, the target takes fire damage equal to your Vitality, and there is a 10% change that they are engulfed in flames afterwards. | |

| === Slime === | | | |
|---|--|---------------------|--------------------|
| A rare form from the Fossil Hell, your entire body transforms into viscous ill-colored ooze. It retains your hominid shape, minus your legs, which are replaced by a column of sludge; it can take on other shapes as well. Your form offers potent resistance and defense, while also providing a unique control of yourself, others, and the battlefield. | | | |
| HP = 35 | | Speed = 20ft | Defense = 9 |
| Level | Abilities | | |
| 1 | <ul style="list-style-type: none"> - Your form is a malleable semi-opaque liquid. You can squeeze yourself through anything that is not water-tight. The amount of time this takes will depend on your GM. You can assume the form of any shape you wish, so long as it is the same size as your character. While you can alter your form to hold numerous weapons, this does not allow you to wield more weapons than normal in combat. You can visually appear as an inanimate object, but you do not match the object's color and will still be liquid to the touch if you do this. - Your liquid body has +3 Damage Reduction for Physical, Fire, Earth, and Nature damage but takes +3 damage from Poison and Water - When you have a target Grappled, you may choose to submerge the target's face in your liquid hands. The target must hold its breath or suffocate. | | |
| 2 | <ul style="list-style-type: none"> - When you go prone, you may choose to morph yourself completely flat, coating the floor with a thin layer of your liquid body. You cover a 10ftX10ft area when you do this. You cannot attack and your Defense is 7 while you are like this, but you can attempt to grapple any targets that move into, or are in, this area with Advantage. If an enemy does not notice you morphing into this shape, all Perception rolls to notice you have Disadvantage. Additionally, all Physical damage you take is further reduced by 3, all attacks towards you have Disadvantage, and you cannot be grappled. - All Melee Attacks gain +5ft of Reach, and all Ranged attacks can be made as if you were holding the weapon 5ft away from yourself - Instead of attacking with your weapons, you may choose to attack by shooting a geyser of tar-like sludge outwards in a 70ft line. This is an Athleticism Ranged Attack that adds +2 to its roll, hits all targets within its line, deals its damage as Earth damage, and halves the target's speed if they fail to achieve 3 successes on a Dexterity Roll (Dif 8). | | |
| 3 | <ul style="list-style-type: none"> - When you are completely flat, you may now cover a 15ftX15ft area if you choose and all attacks towards now you have Double Disadvantage - You may now attack targets in a 120ft line when you attack with your geyser attack - When Reaching with Melee or Ranged Attacks, you may now Reach 10ft and add +1 to your Attack Rolls | | |
| Monster-Form Strike | You spray out a large torrent of thick slime in a 40ft cone. Don't roll an Attack, instead, target(s) in that area must Roll a Dexterity Roll (Dif 8); they become restrained and take earth damage equal to your Vitality if they fail. They take half that and are not restrained if they succeed. If you are lying flat, you may spray this from any space you occupy, and if you do, you also effect the space you take up this way. | | MP Cost |
| | | | 4 |
| Mastery | <ul style="list-style-type: none"> - When you lay completely flat, you may now cover up to a 25ftX25ft area if you choose, and attack normally - When you attack by shooting a geyser, you may have your geyser travel along the floor, instead of through the air. If you do this, draw a 5ftX100ft path, curving in any direction at will, even around corners. Effect all enemies in that path as if attacked. - You now ignore all Piercing, Bludgeoning, Slashing, and Fire damage - You may now wrap your liquid body around an ally, coating their hominid shape with yours. If you do, you now occupy the same square as your ally. You cannot move, but your ally moves you with them, and you may also attack normally. All attacks your ally takes hit both you and your ally, your ally adds your Damage Reduction bonuses to theirs. | | |

| === Centaur === | | |
|--|--|---------------------|
| A half-horse form, transforming your lower half into that of an equine stallion. This quadrupedal form allows for speedy gallops and powerful tramples, as well as numerous agility-based abilities. | | |
| HP = 40 | | Speed = 50ft |
| | | Defense = 7 |
| Level | Abilities | |
| 1 | <ul style="list-style-type: none"> - Upon transformation, you may reroll your Initiative with Advantage and restructure your next and following turns in combat accordingly after this turn - Your form allows for a medium-sized hominid-shaped ally to ride you as a mount - Instead of attacking with your weapons, you may choose to attack with a kick. This is an Athleticism Melee Attack that adds bludgeoning damage equal to half your Athleticism on a hit. This attack also knocks the target backwards 10ft if they fail to achieve 3 successes on a Strength Roll (Dif 8). - You add +1 to Agility Rolls pertaining to raw speed | |
| 2 | <ul style="list-style-type: none"> - When you run as a full action, the height and distance you can jump is multiplied by 2 - Your kicks now knock targets backwards 15ft - If you move at least 25ft towards a target in a straight-ish line, so long as the target isn't larger than you, you can continue to move through the target, trampling them. This attack is an Athleticism Melee attack that adds bludgeoning damage equal to half your Athleticism. This also knocks the target prone if they fail to achieve 3 successes on a Strength Roll (Dif 8). Your character stops in front of the target if they succeed. | |
| 3 | <ul style="list-style-type: none"> - Your kicks now add +1 successes on a hit and knock targets backwards 20ft - You may now attack with a kick as well as attack with your weapons during your attack action - 1's no longer remove successes from any Agility Rolls - You are no longer hindered by any difficult terrain - If you have moved at least 50ft during your turn, you may use your momentum to dodge an incoming attack. If you are attacked, declare that you are going to "Dodge" the attack, and make an Agility Roll (Dif 7). Every 3 successes adds +1 Defense until the start of your next turn. | |
| Monster-Form Strike | You stomp your hooves on the ground, creating a powerful earth-shattering quake in a 30ft cone in front of you. Target(s) in that area must Roll a Dexterity Roll (Dif 8); they are knocked prone and take Earth damage equal to your Athleticism if they fail to achieve 3 successes. They take half that and are not prone if they succeed. | MP Cost |
| | | 5 |
| Mastery | <ul style="list-style-type: none"> - You may now perform two kicks, as well as attack with your weapons during your attack action - Your kicks now add +2 successes and knock targets backwards 25ft - You may now perform your kick attacks and move during the same turn - You move an additional distance equal to your Speed when you run as a full action - You may now trample targets that are larger than you. The difficulty of their Strength Roll is decreased by 1 for every size category they are above you | |

| === Merfolk === | | |
|--|--|---------------------|
| A half-fish demon from the Flooded Hell; this transformation covers your body in amphibious gills, fins, and scales. Your swimming abilities are unmatched by anything, and you gain numerous water-based abilities. | | |
| HP = 35 | | Speed = 30ft |
| | | Defense = 7 |
| Level | Abilities | |
| 1 | <ul style="list-style-type: none"> - You can now breathe underwater, and you no longer need to roll Athleticism to maintain yourself swimming - Your amphibious body has +3 Damage Reduction for Fire, Earth, and Water damage but takes +3 damage from Lightning and Nature - When you are swimming, you add +10ft to your Speed and +1 to your Defense, so long as you are not carrying or assisting anyone, and you are not encumbered | |
| 2 | <ul style="list-style-type: none"> - When you are swimming, you now also add +1 to Attacks, and +1 to your Defense, so long as you are not carrying or assisting anyone, and you are not encumbered - In addition to attacking with your weapons, you may spray a stream of water from your mouth at any target you can see within 40ft. This is a Finesse Ranged Attack that deals Water damage. It leaves the target drenched afterwards if it hits. Once you do this, you must ingest a gallon of water from a water source before you can do it again; this is a movement action if done on land, and a free action when done while swimming. | |
| 3 | <ul style="list-style-type: none"> - When you are swimming, you now add +2 to your Attack instead of +1, +15 to your Speed, instead of +10. - When you attack with your stream of water, you may spend 2 MP while on land to refill your body with the water needed to perform the attack again; this is a free action. - When attacking a target that is drenched, your attacks ignore any Armor your target is wearing, and have Advantage | |
| Monster-Form Strike | You can magically move water that exists on the battlefield. You may move up to 15ft ³ of water (about 115 gallons) that you can see, that is exposed, and that is up to 100ft away. You may move it a distance equal to your Energy Attribute, times 10ft. The end shape of your attack can coat 27 squares in any shape you wish. Target(s) in that area must Roll a Dexterity Roll (Dif 8); they take 4 Water damage for each 5ft ³ that strikes them if they fail to achieve 3 successes. They take 25% of that if they succeed. They are drenched afterwards, regardless. | MP Cost |
| | | 3 |
| Mastery | <ul style="list-style-type: none"> - When you are swimming, you now add your bonuses when you are carrying or assisting another to swim - Your amphibious body now has +6 Damage Reduction for Fire, Earth, and Water damage - When you are swimming, you now add +3 to your Attacks, +2 to your Defense, and all attacks add 3 Water damage on a hit - When you attack with your stream of water, you may attack any target you can see up to 100ft away - You may now use your MonsterForm Strike to manipulate objects in a body of water, as well as the body of water itself. All targets are immediately Grappled if you choose. You may continue to pay the MP Cost to maintain this | |

| === Harpy === | | |
|---|--|---------------------|
| A half-bird form from the Floating Hell that transforms your arms into wings and your legs into hawk-like talons with razor-sharp claws. You gain aerial attacks and flight capabilities on par with most birds of prey and fighter jet pilots. | | |
| HP = 35 | | Speed = 30ft |
| | | Defense = 7 |
| Level | Abilities | |
| 1 | <ul style="list-style-type: none"> - You can now fly a distance up to your Speed, so long as you are not carrying or assisting anyone, and you are not encumbered. You may not have any weapons equipped in your hands when you do this; when damaged, you start falling if you fail to achieve 3 successes on a Vitality Roll (Dif 8). You automatically start falling if petrified, restrained, stunned, or frozen. - You can perform an additional Unarmed Melee Attack with your talons on your attack action if you are performing a Melee Attack. They must strike the same target. You may choose to do this when swooping down at a target during mid-flight; your talons attack with 150% the normal amount of dice if you do so. - You take +3 damage from Poison and Earth attacks - When not flying, if you have no weapons equipped, you may choose to create a gust of wind in a 25ft cone in front of you with your wings. Don't roll an Attack, instead, target(s) in that area must Roll a Dexterity Roll (Dif 8); they are knocked prone and take bludgeoning damage equal to your Strength if they fail to achieve 3 successes. They take none of that and are not prone if they succeed. | |
| 2 | <ul style="list-style-type: none"> - When flying, you add +15 to your Speed and +1 to your Defense, as well as add +3 slashing when you hit a target with your talons - You can perform another additional Unarmed Melee Attack with your other leg on your attack action. This can strike a different target if you choose - You may now fly while carrying someone in your talons, but you do not retain any of the bonuses to Speed, Defense or Attack when you do. You must succeed a Grapple Roll to carry an unwilling target. | |
| 3 | <ul style="list-style-type: none"> - When you are flying, you now add +2 to your Attack instead of +1, +30 to your Speed, instead of +15, and the difficulty of your Vitality Roll to save from falling is 7, instead of 8. - When flying and carrying someone, you may add +10 to your Speed | |
| Monster-Form Strike | When flying, you can pay the MP Cost to create a cyclone at your position. It affects a 10ftX10ft area, up to 150ft high. Don't roll an Attack, instead, target(s) in that area must Roll a Dexterity Roll (Dif 8); they are blown away in a random direction and take bludgeoning damage equal to your Strength if they fail to achieve 3 successes. They take half that and are knocked prone if they succeed. | MP Cost |
| | | 5 |
| Mastery | <ul style="list-style-type: none"> - When flying, you now add +60 to your Speed, instead of +30. - 1's no longer remove successes when rolling Vitality after being damaged during flight - When flying, all your attacks have advantage | |

| === Werewolf === | | |
|---|--|---------------------|
| A half-wolf anthropomorphized creature; commonly depicted in human mythology as a terribly dangerous beast, and for good reason. Your claws and fangs have no equal, even when you don't factor in your lightning-quick reflexes and speed. | | |
| HP = 30 | | Speed = 35ft |
| | | Defense = 7 |
| Level | Abilities | |
| 1 | <ul style="list-style-type: none"> - You can perform two Unarmed Melee Attacks with your claws on your attack action if you have no weapons equipped. They can attack the same target, or separate targets. - You can perform an additional Unarmed Melee Attack as a bite on your attack action if you are performing a Melee Attack. - You gain Advantage on all Perception Rolls, and can see in the dark up to 90ft away | |
| 2 | <ul style="list-style-type: none"> - When biting and performing no other attacks, you can choose to immediately succeed in Grappling the target if your bite attack deals damage - If you have no weapons equipped, you may run on all fours, allowing you to move an additional distance equal to your Speed on your movement action - 1's no longer remove successes when rolling Charisma towards Intimidation - You gain Advantage on all Agility Rolls, and all Athleticism Rolls, while in this form | |
| 3 | <ul style="list-style-type: none"> - If you can move in a straight line towards a target you can see, you may move 150% your Speed in order to strike it with a Melee Attack - So long as you damage someone every round from the beginning of your transformation, you regain HP equal to half your Vitality at the end of your turns. This ability stops as soon as you fail to damage a target on any of your turns. - Your claws and fangs now add +1 successes to their attacks on a hit | |
| Monster-Form Strike | For one round, you go into a primal frenzy. During this frenzy, you add +2 to all your Attack Rolls. You may choose to pay the MP Cost again to maintain your frenzy each round. | MP Cost 2 |
| Mastery | <ul style="list-style-type: none"> - Your claws and fangs now add an additional +2 slashing damage. - Your claws and fangs now ignore Damage Reduction that your target may have to Slashing damage - When frenzying, you add +10ft to your Speed and another +1 to your Attacks. When you deal damage with a bite, you recover HP equal to half your Vitality. | |

| === Aluraune === | | |
|--|--|---------------------|
| A plant symbiosis from the Forest Hell that transforms your lower half into a gigantic rose blossom with vine-like roots scattered outwards. You grow giant leaves as thick as armor, and tentacles that lash about around you. Your roots can travel through the ground, influencing the earth around you and sapping energy from the soil. | | |
| HP = 50 | | Speed = 20ft |
| | | Defense = 8 |
| Level | Abilities | |
| 1 | <ul style="list-style-type: none"> - Your plant-like body has +3 Damage Reduction for Water, Poison, and Nature but takes +3 damage from Fire and Ice - You can perform an additional Unarmed Melee Attack with two of your tentacles on your attack action. They have a reach of 20ft. They can attack the same target, or separate targets. - As a movement action, you may raise your petals and leaves to form a cocoon-like barrier around you. This provides you with a +2 Defense bonus until you lower them. You must end your turn if you do this, and you cannot take any other actions on your upcoming turns until you lower your barrier. | |
| 2 | <ul style="list-style-type: none"> - You now have three tentacles with which you can attack with on your attack action, and they have a range of 30ft - As a movement action, you may choose to dig your roots into the ground. If you do this, you cannot move again until you revert to a human form. While rooted, you cannot move, or be moved through a shove or a grapple. - If you are rooted, you may still attack with your tentacles while your barrier is raised - As a movement action, you may choose to make a Grapple Roll at any target with the range of your tentacles. If you are rooted, you use your roots to do this, and don't count towards the number of tentacle attacks you have. With your tentacles, your target takes Nature damage equal to half your Athleticism every round they are grappled. With your roots, you also regain as much HP, every round they are grappled. You can only have one target grappled with your roots and one target grappled with your tentacles at any one time. | |
| 3 | <ul style="list-style-type: none"> - You now have four tentacles with which you can attack with on your attack action - Instead of attacking with your tentacles, and if your barrier is lowered, you may choose to throw razor-sharp chakram-like leaves at a target as an additional Finesse Ranged Attack. Choose a target you can see within 100ft. If you succeed a Ranged Attack, the target takes Nature damage equal to half your Dexterity. - If you are rooted, you regain MP equal to half your Energy every round | |
| Monster-Form Strike | You may use one of the abilities listed in the Plant Transformation or Plant Symbiosis table of this book. Pay the MP Cost of this MonsterForm Strike, as well as the MP cost of that ability. | MP Cost |
| | | 1 |
| Mastery | <ul style="list-style-type: none"> - You now have a range of 45ft for your tentacles - You may now attack with your chakram leaves and your tentacles in the same attack action - While rooted, as a free action, you may now move 10ft on your turn | |

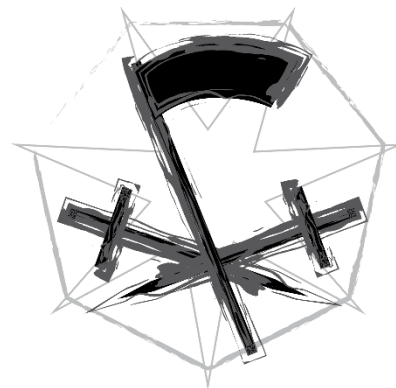
| === Shapeless Horror === | | |
|--|--|---------------------|
| The raw entity that is the Marilith incarnate. There is no way to describe this being, as it never retains a single shape long enough for a sane mind to register it, nor can one examine it long enough to do so and remain sane. | | |
| HP = 100 | | Speed = 30ft |
| | | Defense = 10 |
| Abilities | | |
| <ul style="list-style-type: none"> - Your constantly transforming body can lash out with three separate pseudopods on your attack action. They deal their damage in any element you choose. They have a reach of 20ft and they can attack the same target, or separate targets. - If you are hit with an attack that deals its damage in the same form as an attack you performed this round, you gain Damage Reduction from that attack's damage type equal to half the number of successes that attack received. | | |
| Monster-Form Strike | Your form radiates a sanity-breaking aura, forcing everyone within 60ft to stare at you and take in your mind-breaking visage. Roll 2 dice and add up their values. If this number is higher than any target's Sanity Threshold, they take a strike on their Sanity. | MP Cost |
| | | 5 |

Erinyes

Commander and Death Knight Paths

Strength Attribute

- 1- Sigil of the Erinyes – Any target hit by an attack made by you is marked with The Sigil of the Erinyes. When you, or any allied person, attack a target with a Sigil on it, the Attack Roll gets +1 die and, if successful, +1 success. You are limited to one sigil at a time and the sigil disappears after one minute, or six rounds of combat. However, damaging the target again resets this time limit.
- 2- Armor Proficiency – So long as your character is wearing clothing, a demonic shroud envelops it when you are engaged in combat. Your clothes provide you with +2 Defense this way, but you must start your first turn to receive the bonus.
- 3- Favorite Weapon – Choose one weapon from the rulebook: Whenever your character uses it, the difficulty you roll your attacks with using that weapon is reduced by 1.



----- Paths -----

Commander = CO = Your demonic powers grant you the vigilance of the finest Hellscape military leaders, offering support and strength to your allies and yourself.

Death Knight = DK = Your demonic powers grant you the lethality of finest Hellscape champions, imbuing you with deadly weapon-wielding skills and proficiencies.

- 4- CO – Standard Bearer – Twice per round, you may add +1 Success to any roll that is successful made by an ally within 40ft. of you. You can do this three times per round starting at Level 7, 4 times at Level 10, and 5 times at Level 13.
DK – Vengeful Strike – You add +2 Success to any Attack made with a weapon towards an enemy that has wounded you.
- 5- **Devastation Move** – Valkyrie's Rage – Before rolling any Melee attack made with a weapon, you can immediately take a strike to your Corruption. If your attack is successful, add your Power to your damage dealt.
- 6- CO – Shield Attack – If you have a shield equipped, you may attack with it as if you are wielding another one-handed weapon. You do not need the 'Ambidexterity' Human Skill to do this, but you receive its bonuses. This is an Athleticism Melee attack.
DK – Sprint Attack – If you can move in a relatively straight line towards your target, you may move at 200% your movement speed to get to it, then perform a Melee Attack. This will end your turn if you do this.
- 7- CO – Motivating Sigil – Whenever an ally damages a target marked by your sigil, they recover HP equal to 25% your Strength.
DK – Poison Sigil – Targets marked by your Sigil take damage equal to 25% your Strength at the beginning of each of their turns.
- 8- CO – Chromatic Sigil – You may spend 5MP whenever a target marked by your sigil is successfully damaged. If you do, that target takes damage equal to 50% your Strength in the form of either Fire, Lightning, Cold, Poison, Earth, Water, or Nature elemental damage.
DK – Darkened Sigil – You may spend 3MP whenever a target marked by your sigil is successfully damaged. If you do so, roll a die and add the damage dealt to the target to that number. The target is stunned if that number exceeds their Sanity Threshold.
- 9- CO – High Standard – You may add +2 successes to an ally's successful roll through Standard Bearer, instead of one.
DK – Whirlwind Strike – As a full-round action, your character may perform one Melee Attack to every target within striking range if there is more than one.
- 10- **BOTH** – Erinyes' Stature – Melee attacks made while prone suffer no penalties. Additionally, if you are wielding a shield, half cover is always treated as full cover.
- 11- CO – Hardened Standard – At any time, once per round, you may spend 2MP. One ally within range of your Standard Bearer ability gets +1 Defense until the start of their next turn. You may apply this to every ally, but only once per ally per instance of combat.
DK – Faltering Sigil – Targets marked by your sigil suffer additional Demonic damage equal to the strikes on their Corruption every time they are damaged.
- 12- **BOTH** – Extremely Favorite Weapon – All attacks made with favorite weapons now permanently have Advantage and can never have Disadvantage.
- 13- CO – Setting the Standard – Add +1 to your Attacks for each ally currently within range of your Standard Bearer ability.
DK – Exploitation – If you successfully damage a target that has strikes on its Corruption, you add half your Strength to your damage dealt.

----- Passives ----- (Take one at Level 2 and another at Level 8)

- Erinyes' Stance – When you attack with a non-firearm Ranged weapon, you may use your Athleticism to roll Ranged attacks with the weapon instead of the declared Attribute. You also gain +1 to the Attack roll.
- Widened Standard – Your Standard Bearer skill now covers 70ft, instead of 40. Take this twice to cover 150ft. You must take the Commander Path if you take this passive at Level 2, and you must wait until Level 4 to receive this.
- Broad Standard – At any time, you may spend 3MP. One ally within range of your Standard Bearer skill regains HP equal to half your Strength. You may only do this once per round. You must take the Commander Path if you take this passive at Level 2, and you must wait until Level 4 to receive this.
- Vengeance Best Served... – Your Vengeful Strike skill now adds +3 successes, instead of +2. Additionally, you deal the damage in the form of either Fire, Lightning, Cold, Poison, Earth, Water, or Nature damage. You must take the Death Knight Path if you take this passive at Level 2, and you must wait until Level 4 to receive this.
- Advanced Tripping – Targets hit by your Tripping attacks are also stunned for one round
- Erinyes' Style – During battle, upon landing a hit that deals damage to an enemy, that enemy cannot make any Attacks of Opportunity until the start of their next turn. Take this twice, and all attack rolls made with Favorite Weapons have their difficulty reduced by 1.
- Additional Favorite Weapons – Choose an additional weapon to consider your favorite. Take this twice to choose two more additional weapons; a total of four. You must wait until Level 3 to receive this.
- Shield Proficiency – Shields wielded by you add +3 damage reduction to all types of damage except Demonic. Furthermore, if you have the 'Shortstack' Complication, you ignore the rule pertaining to shields.
- Sigil Duplication – You may have two Sigils of the Erinyes, instead of just one. Each sigil must be on a separate target. Take this twice to gain two additional targets: a maximum of four.

Fallen Angel**Sunshine and Eclipse Paths****Strength Attribute**

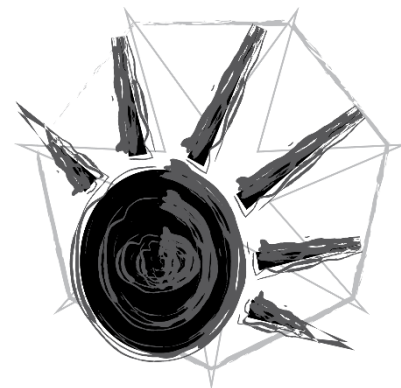
- 1- Inspire – If an ally is within 60ft of you, you may choose to alter the outcome of an ally's roll. After they roll, but before the result is declared by the GM, declare that you are 'Inspiring' the roll. The player may take one die that was not a success or a failure and make it a success. You can only do this once per turn at Level 1. You may do this two times when you reach Level 4, three times at Level 7, four times at Level 10, and five times at Level 13.
- 2- Healing Touch – Your character can heal an amount of HP equal to your Power simply by touching themselves or a willing ally. You may choose exactly how much HP you heal, saving the rest for later. You recover this number after a long rest. Additionally, you may remove a single status effect, like Poison or Stun, by spending 5 of these points.
- 3- Light Speed – Your deft movement and quick reflexes grant you +1 Defense, so long as you can move. Additionally, for 2MP, you can perform an extra movement action or reaction while in combat. You can only do this once per round.

----- Paths -----

Sunshine = SU = Your demonic powers illuminate the world around you to the evil horrors that may lie in wait to spite you, making sure you and your allies always see their targets

Eclipse = EC = Your demonic powers focus on the art of disabling and hindering your opponents, making you able to weaken the strongest of enemies to your level

- 4- SU – Purging Light – Whenever you perform an attack, if damage is dealt, all hidden or invisible objects, and objects existing in other planes, within 20ft around you are revealed to you and your allies until the start of your next turn. You can do this out of combat as well by rolling a Life Roll (Dif 7) and achieving 3 successes once per in-game hour.
EC – Hindering Flash – Whenever you perform an attack, if damage is dealt, the target(s) must make a Dexterity Roll (Dif 7) and are blinded if they fail to reach 3 successes.
- 5- **Devastation Move – Blood Sun** – While in combat, as a movement action, you can immediately take a strike on your Corruption. The battlefield is flooded with a sickly red light and every round spent in that light deals 1 Demonic damage to all enemies on the beginning of their turn. Additionally, your allies recover 1 HP on the beginning of their respective turns. The light lasts until the end of combat.
- 6- **BOTH – Healing Aura** – For five of the points you would spend using your Healing Touch skill, as a movement action, you may make a Life Roll (Dif 7). Every success achieved this way causes all allies within 30ft of you to recover 2HP.
- 7- SU – Purging Strike – When a target takes damage from an attack made by you, they must pass an Energy Roll (Dif 7). They lose any and all magical benefits if they fail to reach 3 successes.
EC – Exploiting Strike – Targets that are currently suffering a negative magical effect, or a status effect like Poison or Blindness, take additional Demonic damage equal to half your Strength when you deal damage to them with an attack.
- 8- **BOTH – Wax and Wane** – For 6MP, when you attack a target, if you deal damage, that target suffers disadvantage on all its rolls until the beginning of your next turn. You recover 1MP for every success you get during this attack, but you must spend the MP before you roll.
- 9- SU – Righteousness – For every ally at Max HP in combat, you add +2 to damage dealt through successful attacks, to a maximum of +6.
EC – Adjudicator – Whenever you are allowed to make an Attack of Opportunity, the effects of Hindering Flash require 5 successes for the target to save themselves from blindness.
- 10- **BOTH – Auto-Life** – Once per in-game day, you may remove a strike from your Life Force, or from an ally's Life Force
- 11- SU – Purging Beam – You now have the option to perform the Purging Light skill in a 100ft cone, instead of a radius.
EC – Hindering Blast – You now have the option to perform the blinding feature of the Hindering Flash skill to all targets within 20ft of you, instead of just to the target you attack.
- 12- **BOTH – Inspired for Greatness** – When you use Inspire on an ally, their next roll has Advantage
- 13- SU – Pure Light – Once per in-game day, for 5 MP, during combat, you may flood the entire battlefield with light that seems to pause time. Everything stops, and your character gains an extra turn instantly, to be used in full immediately. This can be used at any time, even during the middle of another character's turn.
EC – Pitch Black – Once per in-game day, for 5 MP, during combat, you may flood the entire battlefield with a shroud that seems to negate the demonic energy in the world. For this battle, no participant in this battle can use any of their Demonic Skills until they pass a Life Roll (Dif 9), achieving three successes. You can still use Inspire on your allies for this roll.



----- Passives ----- (Take one at Level 2 and another at Level 8)

- Cleave - If you perform a melee attack, and it brings a target down to OHP, you may perform an additional melee attack action immediately afterwards. Do this as many times as you wish, but you must bring a target to OHP each time.
- Improved Inspire – Inspire may now be used on Failures. If used on failing dice, those dice no longer subtract successes.
- Healer – Healing Aura now heals 3HP per success and Healing Touch now uses a number of HP equal to 2x your Power for the pool. Take this twice to allow Auto-Life to be performed twice per in-game day once you receive it at Level 10.
- Photons – Purging Light and Hindering Flash now deal Demonic damage equal to 25% your Strength to targets that are revealed or blinded this way
- Sun Shield – If you choose the Sunshine Path, and it is daytime, you receive +1 Defense and +5ft Speed. If you choose the Eclipse Path, and it is nighttime, you receive +1 Defense and deal an additional 2 Demonic damage when you hit a target.
- Faster than Light – For every three points you have in Agility you have, you add +5ft to your speed. This does not stack with the “Sprinter” Human Skill, but rather, replaces it. Choose another Human Physical Skill for the 2-Body slot.
- Clarity – When targets are revealed by your Purging Light, any ally that can makes an Attack of Opportunity on that target. You must take the Sunshine Path and wait until Level 4 to receive this.
- Strobe Lights – Allies within 30ft of you can now apply the blinding effect of Hindering Flash to their attacks as well. You must take the Eclipse Path and wait until Level 4 to receive this.

Reaper

Bloodlust and Ferrier Paths

Dexterity Attribute

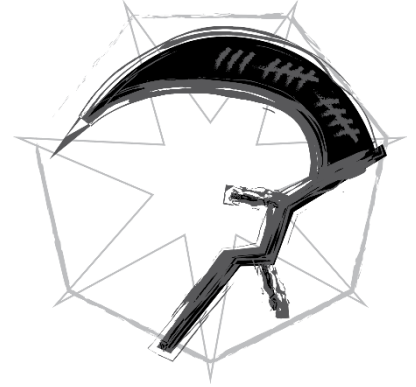
- 1- Tally Marks – During combat, every kill you perform gives you a Tally Mark. You can have a number of Tally Marks equal to, or lower, than your Power; not higher. You can remove any number of Tally Marks before you make an attack to add 1 damage per mark to that attack. You lose any unused Tally Marks every time you take a long rest.
- 2- Enhanced Bullets - Spend as much MP as you want; for every 1 MP spent, enchant a single bullet for 24 hours. These bullets, when used in a Firearm, add +1 damage to the Ranged Attack that uses them. Burst and Automatic weapon fire must have all ammo used in the attack enchanted this way in order to receive the bonus; no partial bonus occurs.
- 3- Tally-Ho – You may add +1 Defense for every four Tally Marks you have, up to +3 Defense.

----- Paths -----

Bloodlust = BL = Your demonic powers cause you to crave the blood you spill for each Tally Mark, improving your lethality beyond just a deadly level

Ferrier = FR = Your demonic powers allow you to bond with each soul you acquire, granting you an additional ghastly resource to use in combat

- 4- BL – Blood's Scent – If you are in combat and damage was taken last round, regain HP equal to the number of Tally Marks you currently have at the beginning of your turn.
FR – Ferryman – Every time you acquire a Tally Mark, you acquire a Soul along with it. Mark these separately alongside your Tally Marks. You may manifest that soul into an entity that will attack a target up to 30ft away for you. Roll a Melee Attack at the target and deal Demonic damage equal to half your Dexterity if it succeeds. The Soul is forfeited afterwards, but the Tally Mark remains.
- 5- **Devastation Move** - Lightning Trigger - If you can perform a Ranged Attack with a semi-automatic, burst-fire, or automatic firearm, as a full-round action, you may take a strike on your Corruption. Make a Ranged attack against a target with that weapon. If you are successful, you can immediately be successful with an additional attack that strikes the target with the same number of successes, minus 1, by expending another attack's worth of ammo within the weapon(s) you are using. You can do this as many times as you want, removing a success each time, until you run out of successes or until you run out of ammo loaded in your gun(s).
- 6- BL – Ruby Bullets – Enchant bullets the same way you do with Enhanced Bullets; these bullets heal the user's HP equal to the number of successes achieved when damaging the target.
FR – Cobalt Bullets - Enchant bullets the same way you do with Enhanced Bullets; these bullets add an extra bonus die for every 10 that is achieved with the roll when used.
- 7- BL – Smite – If Tally Marks were removed during your last attack, and you are also choosing to remove Tally Marks for your next attack, double the damage bonus they grant.
FR – Sleight - When you have souls connected to your Tally Marks, once per turn as a free action, you may choose to sacrifice a soul. If you do, you can teleport up to 30ft into any unoccupied space you can see, even through walls or barriers. You may attempt to enter stealth when you do this.
- 8- **BOTH** – Kill Stealer – You now get Tally Marks from kills performed by your teammates within 30ft of you, as well as yourself
- 9- BL – Knee Cap – While attacking with a Firearm, if you obtain more successes than the target's Vitality Attribute, the target becomes Paralyzed for one round
FR – Soul Harvest – Before you attack, you may choose to remove a Tally Mark. If you do, instead of rolling normally, roll a single die. If you get a 10, the target takes a Strike on their Lifeforce.
- 10- BL – Manic Shooter - While attacking with a Firearm, if you obtain more successes than the target's Sanity Threshold, the target takes a strike on their Sanity
FR – Soul Shooter – When using a soul to attack, you now have the choice to roll a Ranged Attack instead from any point within 30ft of you, aimed at any target within 30ft of that spot that it can see. You deal Demonic damage equal to half your Dexterity if it succeeds.
- 11- BL – Blood Splatter – Whenever you acquire a Tally Mark, roll a die. If you get a 10, you receive two Tally Marks instead of one.
FR – Soul Lock – If you have successfully hit a target with a firearm, you may choose to sacrifice a Soul and attack them again. If you do, instead of rolling normally for the attack, roll a single die. You deal that many successes.



- 12- BL – Silver Bullets – Enchant bullets the same way you do with Enhanced Bullets; these bullets deal their damage as Demonic damage, not ballistic damage.
FR – Obsidian Bullets – Enchant bullets the same way you do with Enhanced Bullets; these bullets allow you to sacrifice any number of bonus dice you receive for the attack. Add 2 Demonic damage for every bonus die sacrificed this way when used.
- 13- BL – Anticipation – At the beginning of combat, if you don't already have Tally Marks, roll a single die. You start combat with a number of Tally Marks equal to your Life Attribute, minus your roll (so lower is better). You can never start with a negative number of Tally Marks.
FR – Soul Guide – When you have souls connected to your Tally Marks, you may choose to sacrifice a soul instead of using it to attack. If you do, you instantly acquire an additional Tally Mark and recover an amount of HP and MP equal to half your Life.
- Passives ----- (Take one at Level 2 and another at Level 8)
- Hair-Trigger – If an attack you perform with a firearm brings a target down to 0HP, you may perform an additional attack action with that weapon immediately after instead of taking a Tally Mark. Do this as many times as you wish, but you must bring a target to 0HP each time. You must also have enough ammo loaded in your weapon to make additional attacks.
 - Killer Stance – Ranged Attacks no longer provoke Attacks of Opportunity from enemies standing next to you.
 - Grim Reaper – Circle the “Astral” quality next to your Perception on your sheet. You can now perceive into the Astral Realm. Additionally, if you take the Ferrier Path, while retaining souls in your Tally Marks, you have a mental connection with the souls you've reaped. You can use them to converse with and perceive into the Astral Plane, through their senses. You must wait until Level 4 to do this.
 - Notches in the Belt – You only lose half of your Tally Marks at the end of every in-game day, instead of all of them.
 - Bulleted Notes – When using Enhanced Bullet, Ruby Bullet, Cobalt Bullet, Silver Bullet, or Obsidian Bullet, you enchant 2 bullets for every 1MP spent this way.
 - Widowmaker – If at any time you deal damage that's more than 75% of the target's Max HP (counting all HP that has been removed from your attacks), the target immediately drops to 0HP. Take this twice to decrease the requirement to 50%.
 - Demonic Magazines: When you have a firearm equipped, and you do something other than move with your Movement Action, one attack's worth of ammo magically teleports from your equipment and loads into your currently equipped weapon. You can only do this with standard firearms that use bullets: not explosive weapons like rocket or grenade launchers.

Illrigger

Assassin and Mercenary Paths

Dexterity Attribute

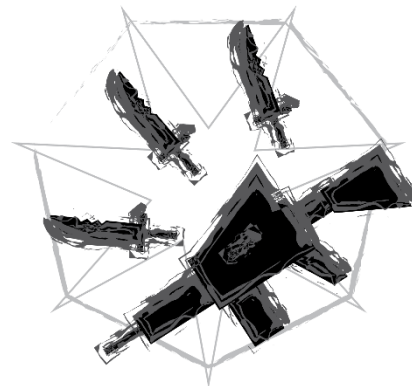
- 1- Celerity – All Agility based weapons gain +3 to their attack rolls
- 2- Unluck – Whenever you avoid suffering an effect from an ability or skill, you can spend 1MP. Doing so imposes the same situation on the entity that caused you to experience it.
- 3- Hunker Down – When actively using half cover, you receive +2 Defense, instead of +1. You also apply this bonus when attacked with Magic Attacks.

----- Paths -----

Assassin = AS = Your demonic powers hone your lethality and swiftness, coaxing death closer to your targets and farther away from you

Mercenary = ME = Your demonic powers focus your innate modern military combat abilities, granting you new skills with firearms and throwable explosives

- 4- AS – Demonic Dagger – For 3MP, so long as you have a free hand, you may manifest a dagger in your free hand. When you use this with an Agility Melee attack or a Thrown Ranged Attack, the dagger deals its damage as Demonic damage, then disappears. You may do this before or after your normal Attack action, in addition to it.
ME – Fast Hands – You may reload firearms with a free action, instead of a movement action. Additionally, firearms with the “Loading” attribute require a movement action to reload, not a full-round action.
- 5- **Devastation Move** – Fate Incarnate – Before making an attack of any kind, you may take a strike on your Corruption. If you do, and the attack is successful, every successful attack made by you or your allies on this target impose either a strike on their Corruption, Sanity, or Life Force; you get to choose each time.
- 6- AS – Unlike Unluck – Whenever you avoid taking damage from a Ranged or Magic attack, you can spend 2MP. Doing so allows you to make a Ranged attack immediately towards the entity that performed the attack on you.
ME – Pull the Pins – You may perform a Ranged attack with any thrown weapon or thrown explosive that’s not currently equipped as a weapon and/or stored within your character’s pack.
- 7- AS – Darkened Dagger – When attacking from Stealth, or when attacking an unaware target with your Demonic Dagger, you roll 150% the normal amount of dice for that attack.
ME – Redirection – If an enemy is making a Ranged attack within a distance equal to half of your movement speed, for 2MP, you may immediately move towards that enemy and attempt a grapple. If you succeed, you may redirect the Ranged attack onto any other target within range, including that enemy’s allies. You may use Agility for this grapple roll.
- 8- AS – Implant – When attacking with, or throwing, a one-handed melee weapon or your Demonic Dagger, you may now choose to have that weapon remain in the target if you receive any 10’s in your attack roll, and you choose to not take the bonus dice. While it is lodged in your target, the target is paralyzed and takes damage equal to half your Agility at the beginning of each of its turns. The target may attempt to remove it by achieving 3 successes on a Dexterity Roll (Dif 9). If this is done with something other than your Demonic Dagger, this effectively removes it from your equipment.
ME – Akimbo – When attacking with two one-handed firearms, you can aim your attack at two separate targets. Ignore the bonuses that the ‘Ambidexterity’ Human Skill applies to your attack roll but apply the same outcome of your roll to both targets.
- 9- AS – Dipped Dagger – Whenever using Demonic Dagger, you may pay an additional 2MP. Targets damaged by this attack take Poison damage at the beginning of each of their turns equal to half of your Life, until they achieve 3 successes on a Vitality Roll (Dif.7).
ME – Rainbow Gunpowder – When using a firearm, or a thrown explosive, you may pay 2MP. Doing so transforms this attack’s damage type into an elemental type. You may choose either Fire, Lightning, Cold, Poison, Earth, Water, or Nature elemental damage.
- 10- **BOTH** – Gun Kata – When attacking with a firearm, ignore any bonuses your targets receive from using cover unless they are also an Illrigger
- 11- AS – Chakram – Your Demonic Dagger can transform into a Chakram at will, allowing it to fly back to you upon a failed thrown Ranged attack. When it does so, you regain any MP spent on the skill(s).
ME – Effortless Automatic – When using a fully automatic firearm, you may choose to change the spread of your bullets to a 5ftX20ft rectangle, instead of a 10ftX10ft square. Additionally, you may choose to fire twice as many bullets. If you do, you may choose to attack a 15ftX15ft square, a 10ftX20ft rectangle, or a 5ftX35ft line.
- 12- AS – Shurikens – Your Demonic Dagger can transform into a trio of shurikens for an additional 3MP. Along with the MP cost, you can only do this as a full-round action. Perform a thrown Ranged attack on any three different targets you choose.



ME – Demonic Gunpowder – When using a firearm, all targets within 5ft of you instantly take Demonic damage equal to half your Agility

- 13- AS – Uncanny Unluck – Whenever you are attacked, you can spend 2MP. Doing so allows you to roll a single die. If that die lands on a 9, it does nothing and is effectively a miss. If that die lands on a 10, the attack hits its origin, not you.

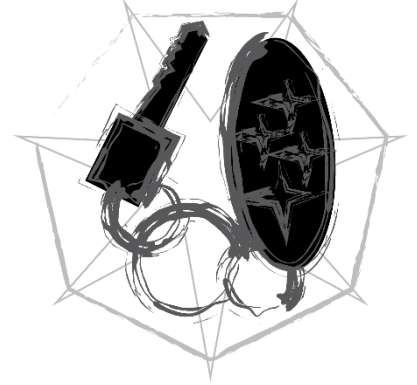
ME – Demonic Derringer - For 5MP, so long as you have a free hand, you may manifest a derringer in your free hand. When you use this with a Finesse Ranged Attack, the shot deals Demonic damage, and you roll 200% the normal amount of dice for the attack. Then it disappears. You may do this before or after your normal Attack action, in addition to it.

----- Passives ----- (Take one at Level 2 and another at Level 8)

- Ranger – When using Ranged or Thrown weapons, the effective range and maximum range of those weapons are 50% greater. Take this twice for a 100% increase.
- Thieving Talents - +2 to Dexterity, Agility, and Finesse rolls that pertain to stealing. This includes, but not limited to, initiating, performing, and escaping from, the act of thievery.
- Advanced Disarming – Successful disarming of a target allows you to perform an attack with the weapon immediately. The attack does not provoke attacks of opportunity.
- Unlock Unluck – When using Unluck, the condition the victim needs to reach in order to save itself from the scenario you now impose on them requires an additional success to meet.
- Demolitions Expert – Explosives used by you receive +2 Damage on a hit.
- Woven Fate - +3 to your Corruption Threshold. Take this twice for a +8 instead.
- Double Toss – You may choose to attack a single target with two thrown weapons at the same time. Treat the attack as one attack, with 150% of the normal dice. If the DR's are different, average the two DR's, rounding up.
- Parkour – If you are in Stealth, you will never unwillingly leave stealth while making Agility Rolls.
- Jinx – Unluck, and all its improved variants and passives, no longer have an MP cost. You may use them for free

Gremlin**Spark Plug and Techno Paths****Mind Attribute**

- 1- Electro-kinesis – You may now telepathically interact with anything that has an electric current, computer chip, or mechanical operation in it within 40ft. You may interact with the machine, computer, or electronic in the same way as you would if you had access to it. This does not grant full control and the GM may refuse some of your actions. As a movement action, you can cause the target to behave a certain way within your GM's limitations.
- 2- Mechanical Empathy – Whenever building, repairing, creating, or doing work on, something mechanical or electronic (like a robot drone or a car engine); or interacting with a computer, laptop, smartphone, or tablet; 1's no longer remove successes. This does not reduce the number of successes needed to penetrate safeguards that prevent hacking, or to overcome the difficulty of a pickable lock.
- 3- Analyze – As a free action, you may use your Electro-kinesis to identify all the objects you can interact with, as well as any power lines or data cables traveling through the nearby area. These objects do not necessarily need to be visible to the naked eye, as your character senses the electrical data within them through walls. Declare that you're "Analyzing" and roll Perception (Dif.7). The GM will determine your outcome



----- Paths -----

Spark Plug = SP = Your demonic power travels through you and into the vehicles and firearms that you wish to control, creating an ungodly synchronicity between man and machine

Techno = TO = Your demonic power allows your thoughts to flow through technology like digital data, imposing your will on computerized circuits and robots, as well as manifesting them out of thin air

- 4- SP – Clutch – 1's no longer remove your successes when driving a vehicle, or from making any roll while driving a vehicle
TO – Drone Warfare – Once per turn, as a free action and for 4 MP, you may summon a flying quad-rotor drone into existence. It is controlled with your Electro-kinesis, and so long as it is within range; you can also extend your Electro-kinetic Range through it from its position. It has 10 HP, a flying speed of 40ft, and can be combined with any one-handed Ranged weapon you currently have equipped. If a weapon is used in this skill, the drone now has use of this weapon. There is no limit to how many of these you can have, but they only last 5 minutes, disappearing afterwards.
- 5- **Devastation Move – Technological Nightmare** – As a Movement action, you may take a strike on your Corruption. When you do, all machines and technology within your Electro-kinetic range suddenly levitate and fly towards your position, merging into a robotic abomination. It gets its own turn in initiative and follows your command. It has HP equal to twice your Power and attacks with 200% the dice you use to attack. It can perform all the Demonic Skills you can, and attacks with all the abilities of the machines used to create it. Your DM will explain to you what these are. This creation falls to pieces after one minute, or six rounds of combat.

(The Gremlin receives two Demonic Skills at Level 6. You may use the EXTRA slot on your sheet for this skill.)

- 6- SP – Catch-a-Ride – For 4MP, you may summon a vehicle that you have previously driven to your position. This vehicle can be in any dimension, but it must be a vehicle you have piloted yourself, via hotwiring, hacking, or simply having the keys.
TO – Electric Blast – For 2MP, you can make a Mind Magic Attack on a target within your Electro-kinetic Range. If successful, deal Lightning damage as if this was a spell. Alternatively, you may attack and destroy a device discovered with your Analyze skill. Doing so causes an electric explosion. All target(s) within 15ft of that device must Roll a Dexterity Roll (Dif 8); they take lightning damage equal to your Mind if they fail to reach 2 successes. They take 50% if they succeed.
- 6- SP – Summon Ammo – For 2MP, you can create 20 bullets for a handgun, or 10 bullets for a longarm, so long as there is scrap metal and loose concrete within 10ft of you.
TO – Get Technical – After using your Analyze skill, for 2MP, you magically clone a weapon that is on your person for the immediate use in combination with your Drone Warfare skill, forgoing the need to have that weapon leave your equipment. Alternatively, you can spawn an object that would have appeared, or alter an already-present object, despite whatever your roll was. Your GM will determine what happens.
- 7- **BOTH** – Planning – For 3MP, you may declare a "plan" for the party to follow. All rolls made by your allies that follow this "plan" grant an additional die. This bonus ends when an ally fails a roll that does not follow the "plan".
- 8- **BOTH** – Exploit Weakness – Once per battle, as a free action, you may call out a target within 40ft. This target now has -1 Defense when being attacked by your allies. This lasts 2 rounds.
- 9- SP – Jury Rig – While in combat, as a movement action and for 5MP, you may magically alter any mechanical weapon within your Electro-kinetic range. This alteration increases the dice rolled to attack with it by 50%. This bonus can only be applied once to each weapon and lasts for only this battle.
TO – Disable – While in combat, as a movement action, you may magically disable any weapon or electronic object within

your Electro-kinetic range. This alteration makes weapon or object under its influence useless to anyone but you for this battle.

- 10- **BOTH** – Remote Upgrade – For 4MP, you can upgrade a computer or machine so you can interact with it from anywhere, even between dimensions. Simply treat the computer or machine as if it is always within your Electro-kinetic range. This is a permanent upgrade.
- 11- SP – Greater Summon Ammo – For 4MP, you can create 60 bullets for a handgun, or 30 bullets for a longarm, or 1 round of explosive ammunition for a launcher, so long as there is scrap metal and loose concrete within 10ft of you.
TO – Technomancy – For 6MP, as a full round action, you can become an electrical current, allowing you to jump inside a computer or an electrical socket and teleport through any and all power lines connected to it.
- 12- **BOTH** – Complete Control – For 6MP, and as a full round action, you can grant an object within your technopathic range sentience. This sentient object now follows your commands and gets its own turn in combat, performing everything and anything it can perform if it were under the control of someone operating it.
- 13- SP - Demonic Battle Machine – For 6MP, you can upgrade any vehicle within your Electro-kinetic range. This vehicle now has twice as much HP and any and all weapons attached to, or part of, this vehicle now add damage equal to half your Mind.

TO – Drone Swarm – Once per turn, as a movement action, you may duplicate any drone you current have present on the battlefield 5ft beside its clone without paying the MP Cost. That drone may take its entire turn.

----- Passives ----- (Take one at Level 2 and another at Level 8)

- Extended Technopathy – Your Electro-kinetic range is now 75ft, not 40; take this twice for a range of 125ft
- Synchronicity – Weaker technology of the mortal realm follows your whim passively around you, without you needing to influence it (examples: stoplights, turnstiles, vending machines, etc.)
- Demonic Mending - Your character can repair a number of HP equal to twice their Power simply by focusing on any machine or computer within their Electro-kinetic range. You may choose exactly how much HP you heal, saving the rest for later. You recover this number after a long rest. Additionally, you may refuel or recharge a machine or computer by spending 5 of these points.
- Smart Combat – Choose one of the following: Melee Attacks, Ranged Attacks, Magic Attacks, or two of the Damage Reduction options. You may add half your Mind Attribute to this bonus. Take this twice to choose two of the three choices.
- Wireless Charging – For 2MP, any electronic device with a battery you are holding instantly becomes fully charged.
- Otherworldly Knowledge – You receive an additional Proficiency on your character sheet; take this twice to receive another two additional Proficiencies on your character sheet

Banshee**Spirit and Shadow Paths****Mind Attribute**

- 1- Spiritual Perception – Circle the “Astral” quality next to your Perception on your sheet. You can now perceive into the Astral Realm. You can now see spirits, souls, and astral projections, always, allowing you to attack them. Additionally, you subtract 1 from the Difficulty of all Perception Rolls pertaining to circumstances involving the Astral Plane and spirits.
- 2- Ghastly Reach – You can interact with objects you can see within 15ft of you using a phantom limb. Performing skills with this reach utilizes the Mind Attribute. Your limb is invisible to all who can't perceive Astral activity. Your limb collides with solid surfaces and can lift a weight equal to 20lbs times your Strength. You can also wield a one-handed weapon with your ghastly reach and attack using it within the entire range of your Ghastly Reach. You use the Mind Attribute to calculate the Attack Roll of this attack, regardless if the weapon is Melee or Ranged.
- 3- Ghastly Grasp – You may now perform an unarmed Melee attack with your Ghastly Reach. Doing so does not deal damage to the target, but instead, applies a strike on the target's Life Force for every 3 successes achieved.



----- Paths -----

Spirit = SR = Your demonic powers channel through the Astral flux your body now possesses, allowing you to strengthen your influence on all things ethereal

Shadow = SH = Your demonic powers blend your physical form with your astral form, transforming you into pure shadow and allowing you to merge with the darkness around you

- 4- SR – Spirit Attack – You gain +2 Attack towards attacks made with Ghastly Reach.
SH – Sneak Attack – You gain +2 Attack towards targets that are unaware of you.
- 5- **Devastation Move – Afterlife** – At any time outside of combat, you may reach your phantom limb into the Astral Plane. When you do, take a strike on your Corruption. Your Ghastly Grasp can clasp onto the detached soul of anyone you have met before in the Mortal Plane and attempt to attach it into a body that is within your Ghastly Reach. If the body you are doing this to is Human, you automatically succeed, and that body now has 1 HP and 3 Life Strikes. If the body you are doing this to is Demonic in any way, you must achieve 3 successes on a Life roll (Dif.10). Each time you fail, you take another strike on your Corruption.
- 6- **BOTH – Mind Restore** – Your Ghastly Grasp now gives you the option to soothe the resolve of an ally. Roll an Aura Roll (Dif 7) and remove a strike on the target's Sanity for every 3 successes you receive.
- 7- SR – Spirit Being – 1's no longer remove successes when rolling Life in events that may impose Strikes on your Life Force.
SH – Shadow Stealth – 1's no longer remove successes when rolling Finesse to be stealthy.
- 8- SR – Spirit Form – For 3MP, your character becomes intangible for 1 round. You are immune to all physical and elemental damage and you may move through walls, but you cannot interact with anything solid. You may not make any attacks aside from using your Ghastly Reach.
SH – Shadow Form – For 3MP, your character becomes a shadow for 1 round. Your Speed is doubled, you can see in complete darkness, you are considered invisible when in darkness, and you may move along walls and ceilings. You may not make any attacks aside from using your Ghastly Reach.
- 9- SP - Mind Freeze – Your Ghastly Grasp now gives you the option to stun the target. Roll an Aura Roll (Dif 7) against a target's Life Roll (Dif 7+Strikes). You stun the target for 1 round for every 2 successes you achieve.
SH - Cunning – You may take a Bonus Action during your turn in combat to go into Stealth or Dash a certain distance equal to your Speed.
- 10- SR – Astral Projection – As a full round action, or outside battle, you can make a Life Roll (Dif 7+Strikes). If you achieve any successes, you may separate your spirit from your body for a number of minutes equal to your successes times your Mind. Refer to the Astral Plane section of this book.
SH – Mind Poison – Your Ghastly Grasp now gives you the option to poison the target. Roll an Aura Roll (Dif 7) against a target's Form (Dif 7). You poison the target for as many rounds as you achieve successes; it takes 1 damage at the beginning of each of its turns.
- 11- SP – Temporary Possession – While Astral Projecting, you may possess a body. You may only remain in the selected body for time you have remaining in your Astral Projection, and they may attempt to resist your presence within them by rolling a Mind Roll (Dif 9). They succeed in pushing you out if they reach 4 successes.
SR - Shadow Drop – For 3MP, you create a 15ft radius sphere of pure darkness from any point you can see within 40ft of you. It stays present for 2 rounds. No one but you, or people with Demonic Perception, can see through it.

- 12- SR – Mechanical Possession – While Astral Projecting, you may possess a machine the same way you possess a body without a spirit in it. This grants you full control over whatever machine you’re possessing.
SH – Shadow Grapple – While in Shadow Form, moving into the shadow cast by an individual paralyzes them. They stay paralyzed in place until you move out of their shadow, you leave Shadow Form, or if they pass a Life Roll (Dif 7+Strikes).
- 13- SR – Multiple Presences – While Astral Projecting, you may clone your soul for 3MP. You control each spirit individually. Divide the amount of time you can remain outside your body by half each time you do this.
SH – Shadow Control – When Shadow Grappling, you may control your target completely, moving it as you move its shadow.
- Passives ----- (Take one at Level 2 and another at Level 8)
- Haunt – Ignore 1 Defense when using a weapon with Ghastly Reach. Take this twice to apply this to Ghastly Grasp as well.
 - Phantom Grasp – All 10’s achieved when rolling for a Ghastly Grasp grant an additional Bonus Die. This does not apply to Afterlife.
 - Ethereal Forms – The MP Cost for Spirit Form is now 3MP per round; Shadow Form is now 1MP per round.
 - Uncanny Reach – So long as you are in stealth, you may add 5ft to your Ghastly Reach
 - Silence – So long as you are using a silenced firearm, you will rarely come out of stealth when you attack. Take this twice, and targets you kill will always die completely silent (if you choose)
 - Mind Flay – Your Ghastly Grasp now gives you the option to fracture the target’s mind. Roll an Aura Roll (Dif 7) against a target’s Sanity (Dif 7+Strikes). This applies a strike on the target’s Sanity for every 3 successes achieved.
 - Arrest – Your Ghastly Grasp now gives you the option to squeeze a target’s heart, potentially stopping it. Roll an Aura Roll (Dif 7) against a target’s Life Roll (Dif 7+Strikes). You deal damage equal to your Mind for every success you achieve, subtracting the successes your target achieves.
 - Mind Repair - Your Ghastly Grasp now gives you the option to soothe the pain an ally feels. As a movement action, roll an Aura Roll (Dif 7): they recover 3HP for every success you receive.
 - Phantom Menace – So long as you are wielding a weapon with your Ghastly Reach, all of your attack rolls are made with the Mind Attribute.
 - Doomfist – If you have no weapons equipped, your phantom limb envelops your unarmed attacks. Use your Mind for unarmed attacks instead of your Athleticism, and on a hit, you can immediately perform a Bull Rush with your Mind Attribute on the target.

Succubus**Seduction and Trickster Paths****Charisma Attribute**

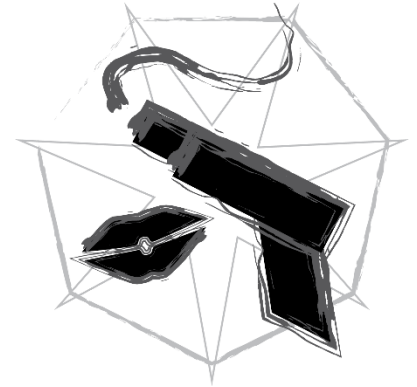
- 1- Charm – As a movement action, you may attempt to charm someone you can see within 40ft. Roll a Charisma Roll (Dif 7) and add half your Charisma to your successes. If your outcome is higher than their Corruption Threshold the target is now Charmed. Charmed targets can never do anything hostile towards you, and on your turn, you can make them perform one attack towards any target you choose in tandem with your attack action. You can only have one target Charmed at a time, and the Charm disappears after one minute expires.
- 2- Succubus Spell Casting – Refer to the Succubus' Spell Book. You may now cast certain magical spells.
- 3- Feint – So long as someone is Charmed within 60ft of you, you add +1 to your Attacks and Defense

----- Paths -----

Seduction = SE = Your demonic powers enhance your persuasion abilities and enchant your words, driving your prey into vacant bliss while they perform your bidding

Trickster = TR = Your demonic powers bolster your ability to create and seize opportunity where none exists, opening a realm of possibilities towards efficient execution

- 4- SE – Seduction – You now gain any positive or magical bonuses that any of your Charmed targets do.
TR – First Action – You gain +2 to Initiative and may perform one Charisma Roll-based action before combat begins, regardless of Initiative Order, including the Charm ability.
- 5- **Devastation Move – Dominate** – When you attempt to Charm someone, before you roll, you may take a strike on your Corruption. If you succeed, you dominate the target, and they become Charmed permanently. This does not count towards the maximum number of Charmed targets you may have, but you can only have one target dominated this way. They follow you as a master, they cannot attack you, and they must attempt to carry out your orders to the best of their ability. They retain their personality for the most part.
- 6- SE – Influence – Charmed targets within 60ft of you now gain advantage on any non-combat rolls towards achieving their goals.
TR – Sheathed Attack – Your character can stow their current weapons and draw a sheathed or holstered weapon as a free action. If s/he does, you may perform a free attack with that weapon on the same turn. This can be done once per turn.
- 7- SE – Siren's Song – Your character no longer needs to see a target in order to attempt to charm it, so long as the target is not deaf and in range.
TR – Siren's Guard – So long as someone is Charmed within 60ft of you, you add +3 Damage Reduction from all physical sources.
- 8- SE – Break Their Heart – As a full-round action, you may choose to remove the "Charmed" status effect from a target. If you do, that target immediately takes damage equal to half your Power. You may not do this on the same turn you charm the target, and you cannot do this to someone you have dominated. You cannot re-charm this target after doing this.
TR – Combat Dance – Whenever an attack fails to deal damage to you, or when a Charmed target deals damage to a target, you may move your character 5ft in any direction without provoking an attack of opportunity.
- 9- SE – Taunt – At any time, you may force a Charmed target to stop everything and attack you. It does so with a -3 penalty to their Attack Roll. It also suffers -2 to their Defense while they are doing this. They must continue to take every action to attack you until they deal damage to you, at which point they are no longer charmed. However, being attacked by you or your allies does not end the Charm.
TR – Trick Attack – Your attacks ignore the bonuses that your enemies receive to Defense from magical enchantments, demonic skills, and spells.
- 10- **BOTH** – Charming Attack – You may immediately try to charm a target if you attempt to attack it, regardless if the attack was a hit or a miss.
- 11- SE – Threesome – You may now have two charmed targets, instead of one.
TR – Set Them Up – Charmed targets within 60ft of you now gain Advantage if they are attacking a target that you've already damaged.
- 12- SE – Devotion – Charmed targets no longer defend themselves against your attacks. If you attack them, simply roll one die. That number is the number of success you achieve for damage.
TR – Knock Them Down – If you hit an enemy with an attack and your charmed target hits that same target with an attack as well, you may immediately attack that target a second time.



- 13- **BOTH** – Charming Presence– If a hostile enemy walks within 10ft of you, and you have the ability to charm a target without imposing on your limitations, that target must make a Mind Roll (Dif 9). They are charmed if they fail to reach 4 successes.

----- Passives ----- (Take one at Level 2 and another at Level 8)

- Emotional Magic - You may calculate Magic Attacks with the Charisma Attribute, not the Aura Attribute
- Dazzle – At any time, you may force a Charmed individual to stop everything they are doing. They become dazed for five minutes. This ends your charm on that target.
- Improved Charm - 1's no longer remove successes when Charming someone
- Lipstick – All spells that have “Kiss” in its name now cost 2MP less to cast.
- Initiation – 1's no longer remove successes when rolling Initiative
- Succubus' Presence – The maximum range of Charm, Feint Attack, and Siren's Guard is now 100ft. Take this twice for it to be 200ft.
- Succubus' Hunger – When you successfully deal damage to a Charmed target, you regain HP equal to half your Power; take this twice to regain HP equal to your Power.
- Succubus' Thirst – When a Charmed target achieves the goal imposed through Charming through Sanity, you regain MP equal to your Power; take this twice to regain MP equal to twice your Power.
- Succubus' Desire – When you take this Passive, designate a gender. When you charm a target that is that gender, you regain 4HP and 4MP; take this twice to regain this regardless of the gender of the target. Genderless targets do not grant this bonus to you.

== Succubus Spell Book ==

Succubus Spell Casting

Upon reaching Level 2 as a Succubus, you gain the ability to cast magic spells. Choose a number of spells equal to your Charisma. None of these spells may have a higher MP Cost than your Maximum MP. You may cast these spells as Aura Magic Attacks (unless specified) at any time, so long as you pay the MP Cost. When you Level Up, you may exchange the spells you have chosen for others. At Level 13, you may exchange the spells you have chosen for others after completing a long rest.

| Name | Description | MP Cost |
|-----------------------|---|---------|
| Thaumaturgy | Allows the caster to present themselves with magical alterations to their appearance, granting them a demonic flair to their form. All who perceive you this way will know you are demontouched, but you will receive a +1 bonus to your non-combat Charisma rolls for the next two minutes. | 1 |
| Ventriloquism | Your voice can be emitted from any solid object up to 100ft away for the next 5 minutes | 1 |
| Mind Fog | You exhale a breath of steamy air that shrouds memories in a veil. Don't roll a Magic Attack, instead, everyone within a 20ft cone must Roll a Vitality Roll (Dif 8); they forget everything that happened for the past 10 minutes, if they fail to reach 3 successes. | 2 |
| Mood Cloud | You exhale a breath of flavor-scent that changes a person's emotions. Don't roll a Magic Attack, instead, choose a flavor from below. Everyone within a 20ft cone must Roll a Vitality Roll (Dif 8); they suffer the effect from your chosen flavor if they fail to reach 3 successes: <ul style="list-style-type: none"> - Mint – The target is suddenly calmed from whatever emotion they felt before - Candy – The target is suddenly giddy with happiness - Fruit – The target is suddenly overcome with sadness - Tobacco – The target is suddenly furious with anger - Alcohol – The target is suddenly incapable of telling a lie | 3 |
| Disguise | Touch a target: Your form, or the form of anyone you touch, becomes that of a human you have seen before, or have seen a full-body image of, for a number of minutes equal to your Power. | 5 |
| Succubus Strut | For the next minute, your Speed increases by 10ft and you can choose to walk on the surface of liquids for the duration. | 3 |
| Succu-Bye Bye! | If an ally or a charmed target is within 50ft of you, you magically switch places with that person. This spell can be cast as a reaction to an attack, but you must achieve at least 3 successes on an Agility Roll (Dif.8) in order for the teleportation to occur fast enough. If you succeed, the target you switch places with is attacked instead. If you fail, you are hit, and the spell fails. | 8 |
| Incubus Draft | Touch a drinking glass no larger than 20oz: The vessel fills with a foamy red beer that, when consumed, does your choice of one of the following: <ul style="list-style-type: none"> - Temporarily imposes the Complication "Amorous" onto the consumer for ten minutes - Temporarily imposes the Asset "Incredibly Attractive" onto the consumer for ten minutes; this has no effect if the consumer has "Ugly As Sin" This liquid evaporates if not consumed within 3 minutes of creation | 4 |
| Hex | You may do one of the following immediately to any charmed target, regardless of distance: <ul style="list-style-type: none"> - Deal magical damage to the target equal to half your Power - Poison the target, forcing them to take poison damage equal to 25% your Power at the beginning of each round, if they fail to achieve 3 successes on a Vitality Roll (Dif 8) - Reduce one of the target's core attributes by 2 for the next 3 rounds; this cannot stack - Increases one of the target's core attributes by 2 for the next 3 rounds; this cannot stack | 5 |
| Whisper | You whisper sweet nothings into the ear of a human or humanoid creature within 10ft of you. Make an Aura Magic Attack and add half your Charisma to the number of successes. If this number exceeds your targets Sanity Threshold, you may do one of the following: <ul style="list-style-type: none"> - Implant a single word command that the target must complete to the best of its ability for the next minute - Remove a memory of the target and replace it with one of your own (if you wish) - Read the thoughts of the target; up to 2 hours of time that the target has perceived - Force the target to take a strike on its Sanity - Charm the target: this does not count towards the total number of charmed targets you have | 8 |
| Succubus Form | You grow black Succubus wings, horns, and a tail, on your body. This grants you the following for the next minute: <ul style="list-style-type: none"> - You can fly at a Speed of 50ft - You can perform one additional attack on your attack action - You gain +1 to Defense and Magic Attacks - All 10's achieved for Charisma rolls gain an additional bonus die | 10 |

| | | |
|-------------------------|---|----------|
| Lover's Embrace | Touch a target: you, or whoever you touch, gains advantage to any and all Grapple Rolls they perform for the next 15 minutes | 2 |
| Lover's Radiance | During combat, touch a target that isn't yourself: whoever you touch regains 4HP at the beginning of their turns for this battle. If this is used outside of combat, the target instantly regains HP equal to your Power | 6 |
| Passionate Kiss | You blow a kiss at any target you can see within 125ft of you. If you succeed your Magic Attack with at least 4 successes, the target is now charmed. This does count towards the total number of charmed targets you have. | 6 |
| Fiery Kiss | You blow a kiss at any target you can see within 125ft of you. If you succeed your Magic Attack with at least 4 successes, the target takes fire damage equal to your Charisma, and half if you fail. There is a 30% chance that the target is lit ablaze, dealing fire damage equal to half your power at the beginning of each of their turns until extinguished. If you choose to use this Spell while you have the target Grappled, the target is instantly lit ablaze in a fire that cannot spread onto you. | 5 |
| Poison Kiss | You blow a kiss at any target you can see within 125ft of you. If you succeed your Magic Attack with at least 4 successes, the target is poisoned and takes poison damage equal to your Charisma. The poison forces them to take poison damage equal to 25% your Power at the beginning of each round, if they fail to achieve 3 successes on a Vitality Roll (Dif 8). It is not poisoned and takes half that if you fail. | 5 |
| Icy Kiss | You blow a kiss at any target you can see within 125ft of you. If you succeed your Magic Attack with at least 4 successes, the target suffers -10ft to its Speed for the next 3 rounds and takes cold damage equal to your Charisma. It is not slowed and takes half that if you fail. | 5 |
| Negative Kiss | You blow a kiss at any target you can see within 125ft of you. If you succeed your Magic Attack with at least 3 successes, the target loses all magical bonuses it has gained at that moment. | 3 |
| Soothing Kiss | You blow a kiss at any target you can see within 125ft of you. That target regains HP equal to your Charisma. | 7 |
| Sleepy Kiss | You blow a kiss at any target you can see within 125ft of you. If you succeed your Magic Attack with at least 4 successes, the target instantly suffers a rank of Exhaustion. If you choose to use this Spell while you have the target Grappled, the target instantly falls asleep. | 5 |
| Perfect Kiss | You blow a kiss at any target you can see within 125ft of you. If you succeed your Magic Attack with at least 5 successes, the target takes Demonic damage equal to your Charisma. It takes half that if you fail. If you choose to use this Spell while you have the target Grappled, the target instantly takes a strike on its Life Force. You remove one if you have any. | 6 |

Mystic

Psychic and Hypnotist Paths

Charisma Attribute

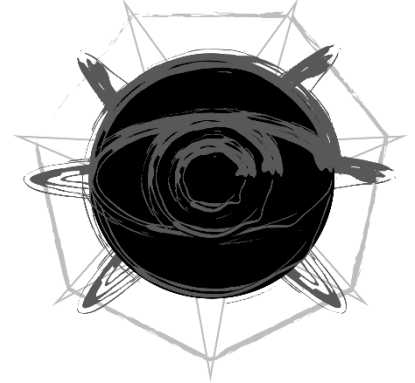
- 1- Thought Reader – Circle the “Psychic” quality next to your Perception on your sheet. You can now perceive into the minds of other living things within 40ft of you. This allows you to read their thoughts as if they were a scrolling marquee.
- 2- Headache – For 2MP, you may make an Aura Magic Attack within your Thought Reader range. If successful, deal demonic damage as if this was a spell. You may choose to spread out the number of successes this attack achieves among all targets within its range, but you must roll against the highest Defense score present among your selected targets, and finalize your spread before the GM tells you what happens to your targets.
- 3- Mental Link – All allies within 60ft of you can now mentally communicate between each other, though you. You hear all things spoken this way.

----- Paths -----

Psychic = PS = Your demonic powers expand your perception into the minds of Humans, Demons, and even lost souls and spirits of the Astral Plane. Once there, you are free to do with their mind as you please.

Hypnotist = HY = Your demonic powers trance the wills of the people you can influence, dropping their defenses and recalibrating their desires to suit your benefits, and spread your influence on others through them

- 4- PS – Thought Speaker – Entities within your Thought Reader range can now hear your voice inside their mind. If they have the “Psychic” quality for their Perception, they can attempt to ignore you if they achieve 3 successes on a Mind Roll (Dif 7). If not, or if they fail, they are forced to hear you, and you can impose Disadvantage on their next roll this way for 3 MP.
HY – Hypnosis – For 4MP, you may make a Magic Attack on a target within 15ft of you. For every 3 successes you achieve against their Defense, you can hypnotize the target for one round. While hypnotized, the target is effectively stunned.
- 5- **Devastation Move – Mental Breakdown** – Before you use your Headache skill, you may take a strike on your Corruption. If you do, limit the attack to one target, forgo the MP cost and roll your Magic Attack with 3X as many dice as normal. If the number of successes exceeds the target’s Sanity Threshold, you instantly impose every possible strike on its Sanity, making the target insane. While insane this way, the target cannot, and will not, attack you.
- 6- PS – Migraine – The Magic Attack for your Headache, when successful, receives a bonus +3 successes
HY – Hypnotic Command – When a target is hypnotized, at the beginning of its turn, you may spend 3MP. If you do, you control their turn, including their Attack action and their Movement action. After performing it, their turn ends.
- 7- **BOTH – Presumption** – If a target within your Thought Reader range attempts to attack you with an attack that deals Physical or Demonic damage, you receive +2 Defense against it.
- 8- PS – Spreading Lies – Targets damaged by your Headache skill start to see false images of you until the start of your next turn. They roll their attacks towards you with Disadvantage.
HY – Spreading Ideas – When controlling a hypnotized target, you may attempt to hypnotize another target through them, as if they can use your Hypnosis skill. If you do this, the Magic attack you roll receives no bonus dice from 10’s, but every 3 successes hypnotize the target for one round, and your currently hypnotized entity for an additional round.
- 9- PS – Mental Scars - If a target that has been damaged by your Headache skill is damaged by an ally’s attack, and both characters are within your Thought Reader range, you may spend 2MP. Increase the successes of your ally’s attack by +3
HY – Propaganda – You may now perform your Hypnosis skill on an openable object, like a doorknob or a chest. Record the number of successes achieved. Whenever someone opens this object, they are immediately inflicted by the outcome of the Hypnosis skill. This occurs each time the object is opened, for the next 24 in-game hours.
- 10- PS – Mind Breaker – When using your Headache skill, you may choose to use 3 successes to impose one of three conditions for one round: Paralysis, Blindness, or Fear.
HY – Choreograph – Whenever you use your Hypnotic Command to attack a target, your character may also perform a single Attack action against the same target with a Melee or Ranged attack, if able.
- 11- PS – Chronic Migraine - The Magic Attack for your Headache, when successful, receives another bonus +3 successes, on top of your ‘Migraine’ skill
HY – Hypnotic Sadist – Whenever you, or an ally, attack a target within your Thought Reader range with a Melee or Ranged attack, and the damage exceeds the target’s Sanity Threshold, you may choose to either have the target take a strike on their Sanity, or receive 150% the damage dealt.
- 12- PS - Thought Re-writer - When you roll Perception using your Thought Reader skill, you may also change the thoughts that you are reading however you see fit. Those thoughts are now the thoughts of the entity you are reading them from, and they will not be able to remember what they were thinking before.
HY – Hypnotic Dominatrix – Every round of hypnosis earned through your Hypnosis skill is doubled to 2 rounds



- 13- PS – Mind Over Matter - If a target within your Thought Reader range attempts to attack you with an attack that deals Physical or Demonic damage, you may choose to spend 8MP. If you do, you suffer no damage, but the attacker believes the attack killed you for the next two minutes. You are effectively inaudible and invisible to that target for the duration.
- HY – Hypnotic Humiliation – In addition to Hypnotic Command, you may also have the hypnotized entity perform their Attack Action on themselves. If they do so, they roll 150% as many dice for the attack.

----- Passives ----- (Take one at Level 2 and another at Level 8)

- Medium – Circle the “Astral” quality next to your Perception on your sheet. You can now perceive into the Astral Realm. Additionally, you can now see spirits, souls, and astral projections, always, allowing you to attack them.
- Oracle – Once per in-game day, you may roll a Perception Roll (Dif 9). For every 3 successes, you may ask the GM a yes-or-no question, which they must answer truthfully.
- Traveling Thoughts – Your Thought Reader range is now 100ft. Take this twice for it to be 200ft.
- Spreading Concepts – Your ‘Spreading Lies’ skill now forces Disadvantage on attacks made towards all your allies within your Thought Reader range. Your ‘Spreading Ideas’ skill now allows for bonus dice to be rolled upon receiving 10’s. You must be Level 8 to take this.
- Psychic Paper – So long as everyone you do this to does not have the “Psychic” quality for their Perception, anything your character writes or draws on paper appears as how you will it to appear. For example: a mere collection of scribbles can be perceived as a work of exquisite art, a tarnished poker card can be perceived as a federal ID card, or a poorly written essay can be perceived as a legally binding agreement.
- Psychic Link – When you roll Perception using your Thought Reader skill, you may also tap into the senses and memories of your target. You can now see what they see, hear what they hear, touch, taste, and smell what they do, and remember what they remember.
- Foresight – When using Headache, and spreading your successes out among numerous targets, you may now have the GM tell you the effects of your spread before finalizing. This means the GM must tell you if a particular target will fall if a certain number of successes is applied to it.
- Mental Network – Allies can now mentally communicate between each other from exceedingly farther range, so long as they all have cell phones with their contact information stored on them, and they are within signal range.
- Awareness – You add your Perception attribute to your Initiative score

Warlock Spell-Caster and Battle-Mage Paths Energy Attribute

- 1- Warlock Spell Casting - Refer to the Warlock's Spell Book. You may now cast certain magical spells.
- 2- Pool of Mana - You now add 10 to your Max MP when calculating it
- 3- Mana Rejuvenation - At the beginning of your turn, during combat, you regain MP equal to the number of allies and enemies within 10ft of you.

----- Paths -----

Spell-Caster = SC = Your demonic powers surge through the spells you weave, speak, and cast, amplifying their number and their output to ungodly levels

Battle-Mage = BM = Your demonic powers shield you from harm and manifest incarnations of the most devastating weapons you can think of for your use

- 4- SC - Spell Preparation - You now have a number of Spell Points equal to your Power, rather than your Demonic Level plus one.
BM - Energy Weapon - For 4MP, you can create a weapon out of pure magical energy. Choose any weapon that's not explosive from the Equipment section of this book. If applicable, it comes loaded with one full magazine, but cannot be reloaded. Roll Aura Magic Attacks when using it, regardless if it is a melee or ranged weapon. The weapon disappears after it is used for 6 attacks, runs out of ammo, or if it is dropped.
- 5- **Devastation Move** - Spell Break - When casting a spell from the Second List or the Third List that have a 'Devastating' clause, you may choose to take a strike on your Corruption. Doing so causes the spell to be 'Broken', and imposes the 'Devastating' clauses listed within that segment of the spell's description upon the target.
- 6- SC - Wild Magic - You may now cast any spell from the First List that you have prepared for OMP, but doing so imposes an effect from the Wild Magic Chart. Refer to the Warlock's Spell Book.
BM - Weapon Charge - As a movement action, you may declare that you are "charging" a weapon that your character is currently holding. The next attack you perform with a "charged" weapon deals additional demonic damage equal to half your Energy. Attacking with a "charged" weapon removes the charge.
- 7- SC - Cantrip - Select one of the spells from the First List in the Warlock Spell Book. It is now permanently prepared and does not cost any Spell Points. Additionally, the MP Cost for this spell is OMP.
BM - Force Field - Once per turn, and for 3MP, you create a force field around yourself. When taking any form of damage while the field is up, subtract your Energy from it. Your field breaks if you take any damage after subtracting, or if you are attacked three times. You may create another Force Field during the same battle if it breaks, but for double the MP cost. This cost stacks until combat ends, resetting the MP Cost of this skill to 3 when combat ends.
- 8- **BOTH** - Spell Drive - Whenever you make a Magic Attack, you may choose to not roll bonus dice whenever you receive them. If you do, take note on your sheet of how many dice you save this way. You may store a maximum number of dice equal to your Energy. During any Magic Attack, if you have saved bonus dice, you may remove any number of them off your sheet and roll them during that attack. These bonus dice function just like bonus dice earned naturally.
- 9- SC - Spell It Out - When you cast a spell, you may spend the MP Cost twice. Doing so allows you to alter one of the conditions of the spell, like damage dealt, range, or status effects inflicted; within reason. Your GM may limit your abilities.
BM - Megacharge - "Charged" weapons now deal additional demonic damage equal to 75% your Energy.
- 10- SC - Spell Scribe - Once per in-game day, you may place a spell on a piece of paper as a glyph. Pay the MP Cost as if you were casting it, but instead, you gain a Scroll that contains that spell. Anyone that activates that Scroll casts the spell as their own Magic Attack, rolled with the score you have for your Magic Attack. This scroll remains useable for 7 days.
BM - Field Force - Whenever you are attacked with a Magic Attack, and you have your Force Field active, you may immediately cast a spell or use your Energy Weapon as a reaction.
- 11- SC - Spell Savings - If you cast the same spell twice in a row, you may cast the same spell a third time for half the MP Cost next time, so long as it is the very next spell you cast.
BM - Ultracharge - "Charged" weapons now deal additional demonic damage equal to your Energy.
- 12- SC - Spell Insanity - Once per turn, you may now cast any spell as a free action for OMP, but you must roll two dice. If that number exceeds your Sanity Threshold, you take a strike on your Sanity. If not, save that number beside your sheet and add it to the next number you roll for Spell Insanity. Taking a strike on your Sanity resets this tally to zero.
BM - Energy Weapon Sacrifice - If you are attacking with an Energy Weapon, you can choose to sacrifice it before you roll to attack. Roll 150% the normal number of dice for the attack. The weapon disappears afterwards.



13- SC – Perfect Spelling – When you use your Spell It Out ability, you may now do so with less reasoning and less limitations imposed from your GM.

BM – Hypercharge - “Charged” weapons now deal additional demonic damage equal to 150% your Energy.

----- Passives ----- (Take one at Level 2 and another at Level 8)

- Quickened Rejuvenation – Mana Rejuvenation now counts the number of allies and enemies within 15ft of you; take this twice, and you count allies and enemies within 20ft of you, instead.
- Reserve Pool of Mana – During combat, you may spend a Plot Point. If you do, roll 2 dice. You regain that much MP.
- Element Attunement – Declare an Element when taking this passive (Fire, Nature, Earth, Ice, Poison, Lightning, or Water). All spells that deal with this element cost 2MP less to cast, to a minimum of 1MP.
- Expanded Preparation – You may add +2 to your Spell Points with which you purchase spells; take this twice to add +4 instead
- Discount – Select a single spell from the Spell Book. That spell now costs 2MP less to cast, to a minimum of 1MP. If you choose to make a discounted spell your Cantrip, you may make a different spell discounted once you hit Level 6.
- Hog-Wild – When using Wild Magic, once per battle, you may make an Aura Roll (Dif 7). If you achieve at least 3 successes, you may choose to have the effects of the Wild Magic Chart affect an ally within 15ft of you. If you fail, proceed with Wild Magic normally, but your GM will impose an additional effect of his/her choice on one, or both of you, depending how badly you fail. You must take the Spell Caster Path if you take this passive at Level 2, and you must wait until Level 6 to receive this.
- Fierce Field – When using Force Field, subtract 150% your Energy from damage dealt. You must take the Battle-Mage Path if you take this passive at Level 2, and you must wait until Level 7 to receive this.

== Warlock Spell Book ==

Warlock Spell Casting

Upon reaching Level 1 as a Warlock, you gain the ability to cast magic spells. You have a number of Spell Points equal to your Character Level, plus 1. To “prepare” spells and add them to your Character Sheet, you must purchase them with your Spell Points. Each spell from the First List costs 1 Spell Point. Each from the Second cost 2, and each from the Third cost 4. You may choose to have as many spells from these Lists prepared as you have Spell Points for; you can only cast prepared spells. When you reach Level 5, you may start choosing from the Second List. When you reach Level 11, you may start choosing from the Third List. None of these spells may have a higher MP Cost than your Maximum MP. You may cast these spells as Magic Attacks (unless specified) at any time, so long as you pay the MP Cost. Every time you perform a Long Rest, you may change out the spells you have chosen and “prepare” new spells if you wish.

| === First List === | | |
|---|---|---------|
| Every Spell from this list requires 1 Spell Point | | |
| Name | Description | MP Cost |
| Prestidigitation | Allows the caster to do minor magical illusions and actions within 60ft of themselves, including, but not limited to: - Make sounds, lights, and minor illusions that are smaller than half the size of themselves; they are perceivable by all who are in range of it - Make a phone call or text message to any phone number they have memorized, or mentally to any other magic-using character - Create small amounts of elemental energy: enough to light a match or a wick, freeze a tray of ice cubes, or charge a 1.5v battery | 1 |
| Witch's Attack | You shoot energy at any target you can see within 70ft. If you succeed your Magic Attack with at least 4 successes, the target takes Demonic damage equal to half your Energy. | 2 |
| Color Spray | Choose one of the seven elements. You shoot energy at every target within a 45ft line. If you succeed your Aura Magic Attack, the target takes damage in the form of your chosen element. You may choose a different element each time you cast this. | 4 |
| Sleep | Don't roll a Magic Attack, instead, a single target within 20ft of you must Roll a Mind Roll (Dif 8); they fall asleep for 10 minutes if they fail to reach 3 successes | 3 |
| Confuse | Don't roll a Magic Attack, instead, a single target within 20ft of you must Roll a Mind Roll (Dif 8); they become confused for 10 minutes if they fail to reach 3 successes | 2 |
| Silence | Don't roll a Magic Attack, instead, a single target within 20ft of you must Roll a Mind Roll (Dif 8); they cannot speak for 10 minutes if they fail to reach 3 successes | 2 |
| Inebriate | Don't roll a Magic Attack, instead, a single target within 20ft of you must Roll a Mind Roll (Dif 8); they become inebriated for 10 minutes if they fail to reach 3 successes | 2 |
| Compel | Don't roll a Magic Attack, instead, a single target within 20ft of you must Roll a Mind Roll (Dif 8); they become compelled to interact with you, and you alone, if they fail to reach 3 successes | 2 |
| Cancel Magic | This spell nullifies magical energies, rendering them inert. Choose a target within 20ft of you. If the target is an inanimate, non-robotic object, or a willing sentient target, you may dispel any magic placed upon it. If the target is non-willing, don't roll a Magic Attack, instead, they must Roll a Mind Roll (Dif 8); their magical bonuses are dispelled if they fail to reach 3 successes | 3 |
| Blur | Touch a target: all Melee and Ranged Attacks directed at you, or whoever you touch, have Disadvantage for the next 3 rounds. | 4 |
| Remove Curse | Touch a target: you, or whoever you touch, are relieved of any curses or transformations that might be inflicting him/her. | 4 |
| Mending | Touch a mechanical or technological device: whatever you touch has its damage restored. Sentient mechanical objects recover HP equal to your Energy. | 3 |
| Food | You transform 5lbs of dirt and/or stone into edible foodstuffs. The food is a chalky brown biscuit-like material that is only marginally palatable but provides a full-days nutrition for any who eat at least one pound of it. | 4 |
| Detect Magic | Touch a target: you, or whoever you touch, can now see magic around you as if it were an energy floating through the air. You, or they, gain the ability to make Perception Rolls that involve perceiving magic, and have advantage while doing so, for the next 5 minutes. | 3 |
| Detect Spirits | Touch a target: you, or whoever you touch, can now see the spiritual realm as if you were in it. You, or they, gain the ability to make Perception Rolls that involve perceiving spirits, and have advantage while doing so, for the next 5 minutes. | 2 |
| Sterilize | Touch a target: you, whoever, or whatever you touch, is now clean of anything and everything that would be considered filth, or disease, or a traceable element like a fingerprint or smell. The person or object is now completely sterile. | 2 |

| | | |
|----------------------|---|----------|
| Cure | Touch a target: you, or whoever you touch, instantly regains HP equal to your Energy | 4 |
| Jump | Touch a target: you, or whoever you touch, can now jump 3x farther and/or higher for 5 minutes | 3 |
| Levitate | An object, weighing less than 20lbs, now defies gravity for 5 minutes, and floats upwards at a speed of 4.91 m/s ² (half the speed of gravity). | 2 |
| Mage Hand | A spectral hand interacts with the world under your control. It has a range of 10ft. It cannot be used to attack, activate magic items, or carry more than 10lbs. | 2 |
| Fear Blast | You shout foul words into the air, instantly dealing magical damage equal to 25% your Power to all targets within a 30ft cone. Anyone caught in the cone must Roll a Mind Roll (Dif 8); they become frightened if they fail to reach 3 successes. | 5 |
| Alarm Sigil | You draw a magic demonic sigil on a solid surface. For the next 72 hours, you perceive a mental still-image of who passes through the line of sight of that sigil. It fades at the end of the 72 hours, or if the solid surface it is drawn on breaks, or if the magic is dispelled. | 2 |
| Magic Armor | If you take damage within the next 5 minutes, you gain +5 Damage Reduction for that type for the remainder of the 5 minutes. This bonus does not repeat or stack for the same Damage Type, but you can acquire Damage Reduction for as many different types as you are attacked with. | 3 |
| Hold Portal | Using your magic, you can keep a door locked or unlocked for 15 minutes. Any doorknob you touch can be affected. | 3 |
| Pitch Black | Choose a lightbulb or a light-emitting object within 100ft of you: that object suddenly coats whatever it was illuminating in magical darkness for the next two minutes. | 3 |
| Magical Bomb | So long as you are holding 5lbs of non-sentient solid material in your hand, you transform it into a Fragmentation Grenade. You must instantly use the weapon, but you may Roll a Magic Attack to use it, instead of a Ranged Attack. Refer to the Weapons Chart in this book for details. | 3 |
| Trigger Sigil | <p>Pay this spell's MP Cost at the same time you pay the MP cost for any other spell. You draw a magic demonic sigil on a solid surface. For the next 72 hours, this sigil can hold the spell you were casting at the same time as this within it, letting it loose under one of the following conditions:</p> <ul style="list-style-type: none"> - A demontouched-human passes in front of it - A specific human you have interacted with for at least 10 minutes passes in front of it - A magical energy or spell is released within 50ft of it (anything other than Cancel Magic or a magic canceling effect) - The material in which this sigil is drawn on breaks, or is damaged - You speak a specific word; the sigil is triggered regardless of where you are - After a specific number of hours and/or minutes - Whenever you wish, so long as you can see the Sigil | 3 |

| <p style="text-align: center;">=== Second List ===</p> <p style="text-align: center;">Every spell from this list requires 2 Spell Points</p> | | |
|--|---|---------|
| Name | Description | MP Cost |
| Witch's Assault | You shoot energy at any target you can see within 70ft. If you succeed your Magic Attack with at least 4 successes, the target takes Demonic damage equal to your Energy. | 5 |
| Chromatic Blast | Choose one of the seven elements. You shoot energy at every target within a 45ft cone. If you succeed your Aura Magic Attack, the target takes damage of your chosen element. You may choose a different element each time you cast this spell. Devastating – This spell deals damage twice, and you may choose two different elements per instance | 8 |
| Invisibility | Touch a target: you, or whoever you touch, instantly becomes invisible for the next 5 minutes | 5 |
| Feast | Same as Food, but you create 15lbs of whatever food you choose. It is of high quality and tastes however you desire | 5 |
| Illusion | You create an illusion that covers 30sqft however you see fit. This illusion can represent anything you wish but dissipates in the mind of a target if s/he detects magical energy, then Rolls a Mind Roll (Dif 8) and reaches 3 successes. The illusion lasts 10 minutes Devastating – The illusion now covers 300sqft and lasts one hour | 5 |
| Divination | Using magical energy to heighten your senses, you are shown one of the following: - A clue to the answer of a riddle - The shortest path to a destination - The safest path to a destination - A brief glimpse of the future, as it will occur naturally, now - An answer to a Yes or No question, within the GM's discretion (you will simply hear "Maybe" if the answer is too important) You may not use the same option more than once every in-game hour Devastating – The GM may provide you with more critical information, depending on your choice | 5 |
| Augury | You call upon demons to bestow an omen upon you. There is a 30% it will be good, 30% chance it will be bad, 20% chance it will be both, 20% chance it will be neither. Devastating – The demon will grace you with their presence for 1 minute to aid you in battle | 6 |
| Dream | You appear in the dream of any sleeping human you have interacted with before for at least 10 minutes. You can converse with the person while they dream but are subject to the content of their dream while you do so. If you cast this while the person is awake, nothing occurs, but you are mentally alerted when the person falls asleep. You must re-cast this spell then. | 4 |
| Reverse Gravity | Choose a point you can see within 100ft: the laws of gravity are reversed in a 10ft radius of that point for the next 2 minutes | 8 |
| Curse | You shoot energy at a target within 35ft. If you succeed your Magic Attack with at least 5 successes, the target suffers one of the following for the next 3 rounds: - All Rolls now have +1 Difficulty - Choose a specific Core Attribute, all Rolls with that, and with Source Attributes related to that, now have +3 Difficulty Devastating – The curse is permanent until removed by magic | 4 |
| Potent Cure | Touch a target: you, or whoever you touch, instantly regains HP equal to 2x your Energy. Alternatively, you can have them remove one negative effect or disease | 4 |
| Blast Cure | You shoot energy at a target you can see within 70ft. This spell makes that target regain HP equal to your Energy. | 5 |
| Revive | If someone has died by being brought to 0HP, this spell will return that character to a stable, living condition. This spell can only be used within 10 minutes of death. This spell recalls the person's soul for use from the Astral Plane before it becomes lost. | 8 |
| Life | Touch a target: you, or whoever you touch, instantly remove a strike on their Life Force. This may only be cast once per in-game day on the same person | 10 |
| Fireball | From any spot you can see within 100ft, you create a massive ball of fire, hitting everything within 20ft of that spot. Don't roll a Magic Attack, instead, target(s) must Roll a Dexterity Roll (Dif 8); they take fire damage equal to your Energy if they fail. They take half that if they succeed. There is a 30% chance that the area is lit ablaze. Devastating – This spell deals your Power in damage, and there is a 100% chance the area is lit ablaze | 9 |
| Lightning | You fire a white-hot lightning bolt in a 150ft line outwards from your hands. Don't roll a Magic Attack, instead, target(s) must Roll a Dexterity Roll (Dif 8); they take lightning damage equal to | 9 |

| | | |
|---------------------|--|----------|
| | <p>your Energy if they fail. They take half that if they succeed. There is a 30% chance that electronics within 25ft of any point of that line will malfunction.</p> <p>Devastating – This spell deals your Power in damage, and there is a 100% chance that electronics go haywire</p> | |
| Flash Freeze | <p>You snap your fingers, and a 15ftX45ft area directly in front of you is instantly flash-frozen. Don't roll a Magic Attack, instead, target(s) must Roll a Dexterity Roll (Dif 8); they take cold damage equal to your Energy if they fail. They take half that if they succeed. There is a 10% chance that the targets are frozen solid. Drenched targets, and all bodies of water, have a 40% chance.</p> <p>Devastating – This spell deals your Power in damage, and there is an 80% chance targets are frozen solid. That chance is 100% if drenched.</p> | 9 |
| Quagmire | <p>Everything within a 25ft radius of you is suddenly engulfed in a noxious green fume. Don't roll a Magic Attack, instead, target(s) must Roll a Dexterity Roll (Dif 8); they become poisoned and take poison damage equal to your Energy if they fail. They take half that and are not poisoned if they succeed. For the next 3 rounds, or half a minute, there is a 20% chance that anyone within, or entering, that area, become poisoned.</p> <p>Devastating – This spell deals your Power in damage and being poisoned this way deals damage equal to half your Power at the beginning of each of your turns, unless 3 successes are achieved on a Vitality Roll (Dif.8).</p> | 9 |
| Tar Torrent | <p>You spray a mass of sticky earth outwards in a 40ft line. The line stops at the first target hit. Every square in that line, as well as every square surrounding the target, is now difficult terrain. Don't roll a Magic Attack, instead, target(s) in that area must Roll a Dexterity Roll (Dif 8); they become restrained and take earth damage equal to your Energy if they fail. They take half that and are not restrained if they succeed. All who enter these squares must Roll an Athleticism Roll (Dif 8); they become restrained if they fail.</p> <p>Devastating – This spell deals your Power in damage, and the difficulty to test against restraint is now 10</p> | 9 |
| Deluge | <p>You clap your hands and, suddenly, all sources of water within 60ft of you rupture and spray outwards up to 20ft towards your foes. Don't roll a Magic Attack, instead, target(s) must Roll a Dexterity Roll (Dif 8); they take water damage equal to your Energy from each source if they fail. They take half that if they succeed. All squares and targets within the blast range of the sources are now drenched.</p> <p>Devastating – This spell creates two new sources wherever the player decides within the 100ft range</p> | 9 |
| Entangle | <p>You raise your arms up and cause vines and roots to extrude from the floor. Choose a target you can see within 100ft of you. Don't roll a Magic Attack, instead, target(s) must Roll a Dexterity Roll (Dif 8); they become restrained and take nature damage equal to your Energy if they fail. They are not restrained, but still take full damage if they succeed.</p> <p>Devastating – This spell automatically restrains the target, as if the target failed their roll</p> | 9 |

| <p style="text-align: center;">=== Third List ===</p> <p style="text-align: center;">Every Spell from this list requires 4 Spell Points</p> | | |
|---|--|---------|
| Name | Description | MP Cost |
| Witch's Aggression | You shoot energy at any target you can see within 70ft. If you succeed your Magic Attack, the target takes Demonic damage equal to 150% your Energy. Devastating – The target takes damage equal to 3x your Energy, instead of 150% | 15 |
| Witch's Armageddon | You shoot energy at all targets you can see within a 70ft cone. Don't roll a Magic Attack, instead, target(s) must Roll a Dexterity Roll (Dif 8); they take Demonic damage equal to your Energy if they fail to achieve 3 successes. They take half that if they succeed. Devastating – The targets take damage equal to 2x your Energy | 20 |
| Horror | Roll a Magic Attack towards a target within 40ft. If this number exceeds the target's Sanity Threshold, they instantly take the maximum number of strikes on their Sanity. | 15 |
| Omnipotent Cure | Touch a target: you, or whoever you touch, instantly regains HP equal to 4x your Power. Alternatively, you can have them recover 2x your Power in HP and remove one negative effect or disease from them. | 10 |
| Radiant Cure | You shoot energy at every target you can see within 70ft. This spell makes the targets regain HP equal to your Power | 12 |
| Teleportation | You magically teleport yourself to any unoccupied spot you can see within 200ft of you. You can teleport yourself to a spot you cannot see, but you must also roll a die. Rolling a 7 or higher places you where you want to be. Rolling less causes an outcome described by the GM. Devastating – The range of this spell is now two miles, or alternatively, into a Demonic HellScape of your choice, but the HellScape counts as a spot you cannot see. | 12 |
| True Revival | If someone has died by being brought down to 0HP and killed, this spell will return that character to a stable, living condition. This spell can be used at any time after the occurrence of death, drawing the soul out of the astral plane back into its body. If the body is not intact, the revived character may be considered undead. | 20 |
| Imprison | Don't roll a Magic Attack, instead, a target within 40ft of you must Roll a Life Roll (Dif 7+Strikes); they take a strike to their Sanity that does not count towards their maximum for every success under 3 they don't achieve. Instead of the normal behavior, these strikes go on the bottom of their list of Strikes and counts as "your strikes" against them. As long as that person has a strike, and you address that person by their name, you can issue a command that they must obey to the best of their ability. If they refuse, a strike becomes real. If they lose their soul because of this, their body becomes a mindless servant, imprisoned in your control. Devastating – The target now takes a strike for every success under 6 they don't achieve | 17 |
| Life Force | Touch a target: you, or whoever you touch, instantly removes any and all strikes on their Life Force | 12 |
| Stop Time | Time stops for everything, and everyone, except you. Roll a single die and divide that number by 2, rounding up. You may take that many rounds in combat in a row. Devastating – Time stops except for you and whoever is holding your hand, and don't divide the number on the die. | 25 |
| Ultimate Word | When you cast this spell, you may wish your will upon the universe as you see fit. In order to do so, you must explain to the GM what you wish to do. Your GM may impose certain restrictions upon your wish, as well as force strikes upon your Sanity, Corruption, and/or Life Force as you do so. You may only cast this spell once per in-game day and any and all strikes you receive this way must be removed before you can cast it again. Devastating – You do not need to remove the strikes you received before doing this again | 30 |

Wild Magic

After using Wild Magic, roll a single die. Follow the chart below based off what you rolled.

| Outcome | Description |
|---------|---|
| 1 | Your body grows devil-like horns, a long thick tail with a pointed tip sprouts from your tailbone, your feet transform into hooves, and your skin turns a pale shade of red. You do not suffer any penalties or benefits, but you retain this cosmetic appearance for the next two hours. No form of magical disguise can cloak this. |
| 2 | You are instantly teleported somewhere random up to 150ft away. The GM will decide exactly where you appear. |
| 3 | The spell you just cast is no longer prepared. It changes to a different one that your GM will choose. |
| 4 | Flip a coin: if heads, the ground within a 15ft radius of your spell's target becomes a quicksand-like terrain. If tails, the ground within a 15ft radius of your character does, instead. |
| 5 | All objects designed to cast light glow and/or burn at 200% intensity. All unlit candles, torches, etc. light ablaze. All lamps, lights, screens, etc. that are off suddenly turn on. |
| 6 | Your character expels a loud, embarrassing burp. It smells of strawberries and onions but is harmless. |
| 7 | Your character's body transforms, regressing in age to their preteen self, for the next two hours. They suffer a -1 penalty to their Defense and a -2 penalty to their Attacks, while this age. |
| 8 | All magic damage you take is doubled for the next two rounds, or twenty seconds. |
| 9 | The next spell you cast costs twice as much MP to cast. |
| 10 | Your character assumes a form that is extremely attractive to others that are attracted to your character's gender for the next hour. All Charisma Rolls you make towards these individuals receive +1 die. |

Demilich**Vampire and Necromancer Paths****Energy Attribute**

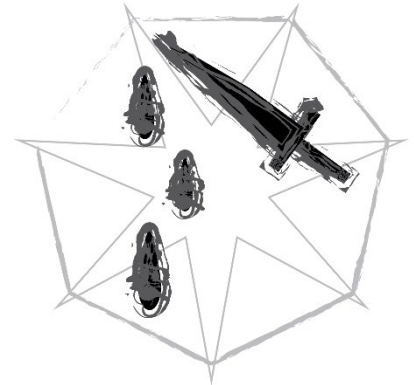
- 1- Drain – For 2 MP, your character may perform an Aura Magic Attack that deals Demonic at any target s/he can see within 60ft.
- 2- Power Copy – If you succeed in dealing damage with Drain, you gain a bonus, or the use of an ability, that the target has access to for the next 2 rounds. You may only copy a bonus or ability that is of equal or lesser Demon Level than you. Your GM will tell you what bonus or ability you obtain. You may only have one copied bonus or ability at a time.
- 3- Energy Drain – When you deal damage with Drain, you recover half that much MP, and the target loses half that much MP.

----- Paths -----

- 4- VM – Blood Drain – When you deal damage with Drain, you recover that much HP.
NE – Raise Dead – For 3MP, as a movement action, you may transform a dead or spirit-less body into a zombie or ghoul (respectively). Refer to the Demilich Spell Book.

(The Demilich receives a unique Devastation Move, depending on the chosen Demonic Path)

- 5- VM – Devastation Move – Vampire Form – As a bonus action, you may take a strike on your corruption. Doing so transforms your body into your Vampire Form. Refer to the statistics listed in the Demilich Spellbook, as you now add them to your character for the duration. This lasts for two minutes, or twelve rounds of combat.
NE – Devastation Move – Call of the Dead – As a full-round action, you may take a strike on your corruption. All dead or spirit-less bodies on the battlefield, or within 200ft of you, become Devastating Zombies or Ghouls (respectively). All living beings within the same range need to make a Life Roll (Dif.7+Strikes), rolling again if they fail to reach 3 successes, and taking a strike on their Life Force each time they fail to reach 3 successes. If they receive the maximum number of Life Strikes, they become a Ghoul.
- 6- VM – Bite – Your fangs are now always pointed. You may choose to perform a bite as an Athleticism Melee Attack. This attack always has Advantage, and can never have Disadvantage.
NE – Summon Skeletons – As a full-round action, you may summon skeletons to appear out of the ground and fight for you. You gain a pool of points to spend equal to your Energy Score. Doing so imposes a strike on your Life Force. Refer to the Demilich Spell Book.
- 7- VM – Blood Draw – When you deal damage with a weapon, you may spend MP up to the amount of damage you dealt. If you do, recover 2HP for every MP you spend this way.
NE – Sacrifice Zombie – For 3MP, you may cause any zombie under your control to bury itself underground. On its next turn, it explodes, dealing ballistic damage equal to 2x your Energy in a 10ft radius from its position.
- 8- VM – Blood Magic – You now have access to spell-like abilities that cost HP to use. Refer to the Demilich Spell Book.
NE – Undead Machinery – If a Zombie or Ghoul is present, for 4MP, you may cause any zombie or ghoul under your control to bury itself underground. On its next turn, it emerges from its position driving a random vehicle. Refer to the Demilich Spell Book.
- 9- VM – Life Bite – When you choose to bite as an attack, you may choose to not deal damage. Instead, the target must achieve 3 successes on a Life Roll (Dif 7+strikes). If they fail, you remove a Strike from your Life-Force. The target takes a Strike on their Life Force.
NE – Life Drain – When you deal damage with Drain, you may choose to not deal damage. Instead, you impose a Life Roll on your target (Dif 7+Strikes). It takes a strike on its Life Force and you remove a strike from your Life Force if it fails to reach 3 successes.
- 10- VM – Vampire Venom – When you deal damage with Life Bite to a target that is Human and not Demontouched, and they take the maximum number of Strikes on their Life Force, the target instantly becomes your Vampire Underling. Refer to the Demilich Spell Book.
NE – Skeletal Minutemen – Your Summon Skeletons ability now offers the option to create rifle-wielding minions. Refer to the Demilich Spell Book.
- 11- VM – Sadistic Blood Magic – Whenever you perform an attack that allows you to recover HP, you may cast a spell through your Blood Magic skill using the HP you acquire instead of recovering it. Treat this skill as if you already have the ‘Magical Off-Hand’ Human skill.
NE – Zombifying Drain – When you deal damage with Drain, if the target is brought to 0HP or less, the target immediately becomes a zombie. Additionally, if the target takes the maximum number of Strikes on its Life Force, the target immediately becomes a ghoul, instead.



- 12- VM – Corrupting Bite – If the damage you deal with Bite is higher than your target’s Corruption Threshold, they also take a strike on their Corruption
- NE – Undead War Machine – If a zombie or Ghoul is present, for 6MP, you may cause any zombie or ghoul under your control to bury itself underground. On its next turn, it emerges from its position driving an armored war vehicle. Refer to the Demilich Spell Book.
- 13- VM – Ultimate Vampire – Upon dealing damage with Blood Drain, Blood Draw, or Bite, you may instantly cast any number of spells from the Blood Magic table, using a pool of HP equal to the damage you just dealt.
- NE – Skeletal Goliath – Your Summon Skeletons ability now offers the option to create gigantic monstrous minions. Refer to the Demilich Spell Book.
- Passives ----- (Take one at Level 2 and another at Level 8)
- Potent Drain – When you attack using your Drain ability, roll 150% the normal amount of dice. Take this twice for 200% instead.
 - Bone Efficiency – When using Summon Skeletons, you may use a number equal to 150% your Energy. You must take the Necromancer Path if you take this passive at Level 2, and you must wait until Level 5 to receive this.
 - Blood Efficiency – When using Blood Draw, every 2MP spent this way gives you 6HP. You must take the Vampire Path if you take this passive at Level 2, and you must wait until Level 7 to receive this. Take this twice for 8HP.
 - Day of the Dead – Your Zombies, Ghouls, and Skeletons no longer suffer a penalty from sunlight or UV light. You must take the Necromancer Path if you take this passive at Level 2, and you must wait until Level 4 to receive this.
 - Embracing Bite – If you have an opponent grappled, you may automatically succeed in performing a Bite attack. Don’t roll an attack: roll a single die. The number on that die is how many successes you receive. You must take the Vampire Path if you take this passive at Level 2, and you must wait until Level 6 to receive this.
 - Blood Drinker – Whenever you deal damage with Bite, you recover HP equal to half of all damage dealt. You must take the Vampire Path if you take this passive at Level 2, and you must wait until Level 6 to receive this.
 - Copycat – When using Power Copy, you retain abilities for 4 rounds. Take this twice for 8 rounds
 - Body Armor - Whenever you are within 25ft of a dead or spirit-less body, you gain +1 Defense

== Demilich Spell Book ==

Blood Magic

The following abilities become available to you at Level 8 on the Vampire Path. Treat these just like spells, but spend HP to use them, instead of MP. You may cast these spells as Magic Attacks (unless specified) at any time, so long as you pay the HP Cost.

| === Blood Magic === | | |
|---------------------|--|-----------|
| Name | Description | HP Cost |
| Drip | By letting blood out of your body, you can control it telekinetically, up to 300ft away. It moves at a speed of 15ft, it can move up walls and ceilings, but cannot enter another's body unless through another cut, which poisons them. Your blood cannot attack or speak, but you can perceive through it and position your blood however you choose. | 2 |
| Coat | Coating your weapon in a layer of your blood adds half your Energy to damage dealt for the next three attacks made with it. You must coat the ammo of Ranged Weapons, not the weapon itself, to receive this bonus for Ranged Attacks. | 3 |
| Splash | Throwing a handful of your blood at a target's face blinds and deafens them. If you succeed your Aura Magic Attack with at least 4 successes, the target is blinded and deafened for one round. | 4 |
| Mark | By drawing a symbol with your blood on a surface, you mark it. The mark stays present for 72 hours. You gain the following: - You are mentally alerted to anything and anyone that passes by your mark - You can cause any single person within 50ft of your mark who is touching the same surface that your mark is on to instantly take damage equal to half your Power. The mark disappears after. - You can cause a Blood Magic ability to occur from your mark at any time; spend the HP Cost for that spell as you draw this mark. The mark disappears after use. - You can teleport to where the mark is for 12 HP, so long as there are no magical barriers between you and the mark. The mark disappears after. | 4 |
| Craft | You take your blood and solidify it into a usable melee weapon. Choose any melee weapon from the Equipment section of this book. Roll Aura Magic Attacks when using it. The weapon disappears after it is used for 3 attacks, or if it is dropped. | 5 |
| Blast | You fire your blood out in a long dark red spire in a straight line at a target up to 70ft away. If you succeed your Magic Attack with at least 4 successes, the target takes damage equal to half your Energy. You can perform this as many times as you can attack with your weapons or spells for one HP Cost. | 6 |
| Rend | You fire out your blood in a stream that travels 20ft forwards. Roll a Magic Attack against your target. For every 3 successes you achieve, the target's Defense is reduced by 1 point for 2 rounds. | 8 |
| Spray | You launch droplets of blood outward like buckshot at every target within a 30ft cone of you. Don't roll a Magic Attack, instead, target(s) must Roll a Dexterity Roll (Dif 8); they take damage equal to your Energy if they fail to get 5 successes. They take half that if they succeed. | 9 |
| Tear | Choose a target up to 50ft away that you can see. That target starts crying blood as their insides are wracked with pain. Don't roll a Magic Attack, instead, target(s) must Roll a Sanity Roll (Dif 7+Strikes); they take damage equal to your Power and a Strike to their Sanity if they fail. They take half that and no strikes if they succeed. | 8 |
| Plate | By coating your flesh in hardened blood, you increase your Defense by +2 for 1 Minute | 10 |

Vampire Underling

When you make a Vampire Underling, s/he gains the abilities and attribute modifiers listed below.

| === Vampire Underling === | | | | |
|--|-------|---------|--------|------------|
| Max HP | Speed | Defense | Attack | Initiative |
| +10 | +0 | +1 | +1 | +2 |
| Abilities | | | | |
| <ul style="list-style-type: none"> - Upon becoming a Vampire Underling for the first time, they remove a Strike on their Life Force (leaving them with 3 strikes). If they remove all the Strikes on their Life Force, they may make a Life Roll (Dif 9). If they achieve 3 successes, they are no longer a Vampire Underling. If not, they take a Strike on their Life Force (leaving them with 1 strike) and are still your Underling. - You may choose to have your Vampire Underling share your turn in combat, or to have them roll their own Initiative - S/he may attack with weapons, and with a bite attack, on their attack action. Bites always have Advantage and they can never have Disadvantage. - When s/he attacks with his/her bite, s/he regains HP equal to half damage dealt - Ranged Attacks aimed at him/her have Disadvantage, unless made with a wooden piercing weapon - S/he is immune to all Poison Damage - S/he cannot deny orders given by you, unless you allow them to. They must complete the task to the best of their abilities - S/he takes 5 damage every in-game day and doesn't recover HP from rest. If S/he reaches OHP this way, they fall to 1HP instead, and make a Mind Roll (Dif 9). They must attack the nearest target with a bite until they regain HP if they fail. - S/he takes double damage from all Fire damage, piercing damage from wooden weapons, and magical damage delivered through a Fallen Angel's Demon Skills - S/he takes 2 damage every round when standing in running water, or when in a space illuminated by sunlight, UV light, or magical light | | | | |

Devastation Move - Vampire Form

When you take on the Vampire Form, you gain the abilities and attribute modifiers listed below.

| === Vampire Form === | | | | |
|---|-------|---------|--------|------------|
| Max HP | Speed | Defense | Attack | Initiative |
| +30 | +10 | +1 | +2 | +3 |
| Abilities | | | | |
| <ul style="list-style-type: none"> - Upon taking on your Vampire Form, reroll your initiative. You take on this new turn order at the beginning of next round. - You sprout bat wings from your back. You may now fly for the remainder of your transformation. Your wings provide you with a flight speed of 70ft. This is reduced to 30ft if you are carrying or assisting anyone, or you are encumbered. If damaged while flying, you start falling if you fail a Vitality Roll (Dif 8). You automatically start falling if petrified, restrained, stunned, frozen, or in a space illuminated by sunlight, UV light, or magical light. - You may attack with your weapons, and with a bite attack, on your attack action - Your bite now has a Damage Rating of 3, and you add your Power to damage dealt - Ranged Attacks aimed at you have Disadvantage, unless made with a wooden piercing weapon - You are immune to all Poison Damage - You take double damage from all Fire damage, piercing damage from wooden weapons, and magical damage delivered through a Fallen Angel's Demon Skills - You take 2 damage every round when standing in running water, or when in a space illuminated by sunlight, UV light, or magical light | | | | |

The Undead

The following are the statistics you need to know about Zombies, Ghouls, and Skeletons.

| === Zombies === | | | | |
|--|-------|---------|-------------------------|------------------|
| Max HP | Speed | Defense | Attack | Initiative |
| Equal to your Power | 25 | 6 | Equal to your Melee Atk | Same Turn as You |
| Abilities | | | | |
| <ul style="list-style-type: none"> - Zombies attack with Bites: 10% chance to deal additional Poison Damage equal to your Power - Zombies are immune to all Poison Damage - Zombies take 2 damage every round when in a space illuminated by sunlight, UV light, or magical light - Zombies turn to unusable heaps of rotten flesh after a number of minutes equal to your Power | | | | |
| Devastating – Devastating Zombies roll 150% the normal amount of dice when they attack, and have 8 Defense | | | | |

| === Ghouls === | | | | |
|---|----------------------|------------------------|-----------------------|------------------|
| Max HP | Speed | Defense | Attack | Initiative |
| Equal to their HP | Equal to their Speed | Equal to their Defense | Equal to their Attack | Same Turn as You |
| Abilities | | | | |
| <ul style="list-style-type: none"> - Ghouls have the same stats and abilities they had before becoming a Ghoul - Ghouls take 1 damage every round when in a space illuminated by sunlight, UV light, or magical light - Ghouls turn to unusable heaps of rotten flesh after a number of minutes equal to 2x your Power | | | | |
| Devastating – Devastating Ghouls add half your power to all attacks they perform, as well as +2 to their Defense | | | | |

| === Skeletons === | | | | |
|--|-------|---------|-------------------------|------------------|
| You may summon a Skeleton for 1 point that you get from your Energy score | | | | |
| Max HP | Speed | Defense | Attack | Initiative |
| Equal to your Power | 30 | 8 | Equal to your Melee Atk | Same Turn as You |
| Abilities | | | | |
| <ul style="list-style-type: none"> - Skeletons attack with bone clubs: Roll Attacks with 150% the normal amount of dice; Attacks have Advantage - Skeletons are immune to all Poison Damage - Skeletons turn to dust after a number of minutes equal to 2x your Power | | | | |

| === Skeletal Minutemen === | | | | |
|---|-------|---------|--------------------------|------------------|
| You may summon a Skeletal Minuteman for 2 points that you get from your Energy score | | | | |
| Max HP | Speed | Defense | Attack | Initiative |
| Equal to 2x your Power | 30 | 8 | Equal to your Ranged Atk | Same Turn as You |
| Abilities | | | | |
| <ul style="list-style-type: none"> - Skeletal Minutemen attack with muskets: Roll Attacks with 150% the normal amount of dice; Range = 50/150ft; Attacks have Advantage - Skeletal Minutemen must spend a movement action reloading after attacking - Skeletal Minutemen are immune to all Poison Damage - Skeletal Minutemen turn to dust after a number of minutes equal to 2x your Power | | | | |

| === Skeletal Goliath === | | | | |
|---|-------|---------|-------------------------|------------------|
| You may summon a Skeletal Goliath for 4 points that you get from your Energy score | | | | |
| Max HP | Speed | Defense | Attack | Initiative |
| Equal to 3x your Power | 35 | 8 | Equal to your Melee Atk | Same Turn as You |
| Abilities | | | | |
| <ul style="list-style-type: none"> - Skeletal Goliaths are Large in size - Skeletal Goliaths attack twice with their fists: Roll Attacks with 200% the normal amount of dice; Reach of 10ft; Attacks have Advantage - Skeletal Goliaths are immune to all Poison Damage - Skeletal Goliaths turn to dust after a number of minutes equal to 2x your Power | | | | |

Undead Machinery

If a Zombie or Ghoul is present, for 4MP, you may cause any zombie or ghoul under your control to bury itself underground. On its next turn, it emerges from its position driving a random vehicle. Roll a single die. Follow the chart below based off what you rolled. These vehicles decompose the same time your Zombies or Ghouls do.

| Outcome | Description |
|---------|--|
| 1 | Your Zombie or Ghoul is now riding a WW2 era motorcycle; which has a Speed of 60ft, a Defense of 2, and 5HP. |
| 2 | Your Zombie or Ghoul is now driving an old WW1 jalopy jeep; which has a Speed of 40ft, a Defense of 4, and 35HP. |
| 3 | Your Zombie or Ghoul is now riding a WW2 era motorcycle with a sidecar. It has a Speed of 60ft, a Defense of 2, and 10HP. The sidecar has an additional Zombie and a mounted Light Machine Gun. See the Weapons Chart for details. |
| 4 | Your Zombie or Ghoul is now driving a 1960's hippie van; which has a Speed of 50ft, a Defense of 2, and 15HP. |
| 5 | Your Zombie or Ghoul is now riding an obnoxious hoverboard. It gain +5 to its speed, but it constantly blinks colored lights and plays an infamous country pop song that can be heard by all from 60ft away. |
| 6 | Your Zombie or Ghoul is now driving a 1980's sub-compact family car; which has a Speed of 50ft, a Defense of 2, and 10HP. |
| 7 | Your Zombie or Ghoul is now sitting in a canoe; which has a Speed of 15ft on water, a Defense of 0, and 5HP. |
| 8 | Your Zombie or Ghoul is now driving an armored delivery van; which has a Speed of 40ft, a Defense of 8, and 45HP. |
| 9 | Your Zombie or Ghoul is now driving an early 2000's gas-guzzling SUV; which has a Speed of 60ft, a Defense of 4, and 35HP. |
| 10 | Your Zombie or Ghoul is now driving a 1970's muscle car; which has a Speed of 100ft, a Defense of 3, and 25HP. |

Undead War Machinery

If a Zombie or Ghoul is present, for 6MP, you may cause any zombie or ghoul under your control to bury itself underground. On its next turn, it emerges from its position driving an armored war vehicle. Roll a single die. Follow the chart below based off what you rolled. These vehicles decompose the same time your Zombies or Ghouls do.

| Outcome | Description |
|---------|--|
| 1 | Your Zombie or Ghoul is now driving a WW2 era jeep; which has a Speed of 60ft, a Defense of 2, and 15HP. It also has an additional zombie wielding a roof mounted Heavy Machine Gun. See the Weapons Chart for details. |
| 2 | Your Zombie or Ghoul is now driving a War On Terror era Humvee; which has a Speed of 50ft, a Defense of 4, and 15HP. It also has an additional zombie wielding a roof mounted Gatling Gun. See the Weapons Chart for details. |
| 3 | Your Zombie or Ghoul is now driving a War On Terror era armored personnel carrier; which has a Speed of 45ft, a Defense of 4, and 60HP. It also has an additional zombie wielding a roof mounted Flamethrower. See the Weapons Chart for details. |
| 4 | Your Zombie or Ghoul is now driving a WW2 era jeep; which has a Speed of 60ft, a Defense of 2, and 15HP. It also has an additional zombie wielding a roof mounted 40mm Grenade Launcher. See the Weapons Chart for details. |
| 5 | Your Zombie or Ghoul is now driving a War On Terror era Stryker; which has a Speed of 40ft, a Defense of 4, and 60HP. It also has a remote-operated roof mounted Grenade Launcher. See the Weapons Chart for details. |
| 6 | Your Zombie or Ghoul is now flying a WW1 era Biplane. It bursts upward at full speed. On your next 2 turns, you can command a strafing run, dealing ballistic damage to any 5ftX35ft area the GM will allow. It attacks with your Ranged Attack roll and has a Damage Rating of 4. The zombie crashes outside the battle after. |
| 7 | Your Zombie or Ghoul is now flying a Cold War era Helicopter; which has a Flying Speed of 70ft, a Defense of 1, and 25HP. It also has an additional zombie wielding a 5.56mm Assault Rifle. See the Weapons Chart for details. |
| 8 | Your Zombie or Ghoul is now flying a WW2 era Fighter Plane. It bursts upward at full speed. On your next 3 turns, you can command a strafing run, dealing ballistic damage to any 10ftX45ft area the GM will allow. It attacks with your Ranged Attack roll and has a Damage Rating of 5. The zombie crashes outside the battle after. |
| 9 | Your Zombie or Ghoul is now driving a WW1 era Mark V Tank; which has a Speed of 15ft, a Defense of 3, and 70HP. It also has three side-mounted 85mm Cannons that can attack independently. See the Weapons Chart for details. |
| 10 | Your Zombie or Ghoul is now driving a War On Terror era M1A1 Tank; which has a Speed of 55ft, a Defense of 5, and 100HP. It also has a 105mm Cannon turret and a remote operated roof mounted Gatling Gun that can attack independently. See the Weapons Chart for details. |

Equipment and Weapons

Warfare in the modern world has brought numerous different types of weapons into the realm of feasibility. Some are as simple as an improvised club or a sharpened length of metal. Others are as complex as a precision sniper rifle or a guided missile launcher. When attacking with a weapon, you will either rely on an Attribute and add a specific Attack Modifier to the roll, or you will roll the exact number of dice listed on the chart. Roll the dice at a difficulty equal to the Defense of your target. Once you roll the dice, you deal one damage for every success you achieve.

Since all weapons deal one damage per success of the roll, HellBent organizes weapons into broad groups of similar weapons. Your GM will tell you what specific Attack Roll and Properties your weapon has when you receive it. If there is a modifier in the Attack Roll (ex: Two-Handed Swords have Athleticism Melee with a modifier of +2), then you add the +2 to your attack roll.

Melee Weapons

Melee weapons are objects that you hold in your hand and swing into an enemy to strike them. Some of them are small and light enough that they can be thrown, striking the target at range.

| == Melee Weapons == | | | |
|--|---|-------------|--|
| Weapon Names | Attack Roll | Damage Type | Attributes <i>(Some weapons must be of high quality or specific design to have certain properties. Your GM will tell you which apply)</i> |
| <i>Unarmed Strikes</i> | Athleticism Melee | Bludgeoning | <i>This is to show the attack roll and damage type done when punching or kicking a target without any weapons equipped.</i> |
| Switchblades, Daggers, Kunai, Short blades, Short Spears, Stakes, etc. | Athleticism Melee Agility Melee <i>(Agi Ranged for Throw)</i> | Piercing | Concealable; Throwing(20-25ft/200%) |
| Javelins, Throwing Spears, etc. | Agility Melee <i>(Agi Ranged for Throw)</i> | Piercing | Throwing(20-35ft/300%) |
| Hatchets, One-Handed Swords and Axes, Cleavers, etc. | Athleticism Melee Agility Melee <i>(Agi Ranged for Throw)</i> | Slashing | Throwing(15-25ft/200%) |
| Stunners, Electric Batons, etc. | Athleticism Melee Agility Melee | Lightning | Special(Target must make a Vitality Roll (Dif 8), they are stunned for one round if they fail to reach 3 successes) |
| Clubs, Bats, Metal Pipes, Nightsticks, Maces, Hammers, etc. | Athleticism Melee +1 | Bludgeoning | Large |
| Long Spears, Lances, Glaives, Halberds, etc. | Athleticism Melee +2 | Piercing | Two-Handed; Heavy; Large; Reaching |
| Two-Handed Swords and Axes, Pickaxes, etc. | Athleticism Melee +2 | Slashing | Versatile; Heavy; Large |
| Giant Clubs, Heavy Maces, Sledgehammers, Flails, etc. | Athleticism Melee +2 | Bludgeoning | Two-Handed; Heavy; Large |
| Whips, Chains, etc. | Athleticism Melee +1 | Slashing | Heavy; Large; Reaching |
| Chainsaws, Motorized Tools, etc. | Athleticism Melee +3 | Slashing | Ammo(Gasoline); Consumption; Heavy; Large; Loading; Special(This weapon holds a certain amount of ammo, determined by your GM) |

Non-Firearm Ranged Weapons

Ranged weapons that are not firearms don't rely on the ballistic chemical nature of a bullet to fire a projectile. Instead, they rely on the elastic energy of a limb, a spring, or your throwing arm, to strike a target. They might not be as impressive as a gun, but they can be just as effective.

| == Non-Firearm Ranged Weapons == | | | |
|---|---|-------------|--|
| Weapon Names | Attack Roll | Damage Type | Attributes <i>(Some weapons must be of high quality or specific design to have certain properties. Your GM will tell you which apply)</i> |
| <i>Pistol Whipping</i> | Agility Melee | Bludgeoning | <i>This is to show the attack roll and damage type done when striking a target with a ranged weapon, instead of shooting.</i> |
| Short Bows, Light Crossbows, Hand Crossbows, Slingshots, etc. | Finesse Ranged | Piercing | Ammo(Arrows, Bolts, Stones); Ranged(20-80ft/300%); Loading |
| Long Bows, Composite Bows, Heavy Crossbows, etc. | Athleticism Ranged Finesse Ranged +2 | Piercing | Ammo(Arrows, Bolts); Ranged(75-150ft/400%); Heavy; Large; Loading |
| Net Launchers, Capture Guns, etc. | Finesse Ranged | Bludgeoning | Ammo(Cartridges); Ranged(25-50ft/200%); Large; Loading; Special(Target must make a Dexterity Roll (Dif 8), they are entangled if they fail to reach 3 successes) |
| Flamethrowers | Finesse Ranged +2 | Fire | Ammo(Gasoline, Propane, Oil); Consumption; Ranged(25-50ft/200%); Heavy; Large; Loading; Spread(Line) |
| Tazers | Finesse Ranged | Lightning | Ammo(Cartridges); Ranged(5-15ft/150%); Special(Target must make a Vitality Roll (Dif 8), they are stunned for one round if they fail to reach 3 successes) |
| Grenades, Thrown Explosives, etc. | Agility Ranged +4 | Ballistic | Throwing(20-35ft/300%); Spread(10-25ft Cube) |
| Molotov Cocktails, Incendiary Bombs, etc. | Agility Ranged +2 | Fire | Throwing(20-35ft/300%); Spread(10-25ft Square); Special(The ground is set ablaze for 1 minute, but there is a 50% chance the fire catches and spreads beyond this. Targets starting their turn, or moving into or through, burning spaces take 3 Fire damage for every 5ft they move through the fire) |
| Flashbang Grenades | Agility Ranged +4 | Ballistic | Throwing(20-35ft/300%); Spread(10-25ft Cube); Special(Targets in the spread do not take damage. Instead, they must make a Vitality Roll (Dif 8). Subtract their successes from yours. They are stunned for a number of rounds equal your remaining successes.) |

Firearm Weapons

Firearm Weapons are also Ranged Weapons, but they can be simply referred to as firearms to exclude those that don't shoot bullets. They consist of anything that could be called a gun: anything that shoots a bullet or an explosive out of a barrel. These weapons are, most often than not, considered illegal to have on your person in an urban setting. Even in less populated areas, most firearms require a license or a permit to have on your person. This is primarily due to their raw destructive force.

The ranges on these weapons are recommended. Your GM might choose to use different ranges, especially if your character has any sort of firearm training in their background.

| == Firearm Weapons == | | | |
|--|--|--------------------------------|--|
| Weapon Names | Attack Roll | Damage Type | Attributes <i>(Some weapons must be of high quality or specific design to have certain properties. Your GM will tell you which apply)</i> |
| Light Handguns, Light Revolvers, Conceal-Carry Guns; Varmint Rifles, Pistol Caliber Carbines, etc. | Finesse Ranged | Ballistic | Ammo(Light); Ranged(20-50ft/300%); Concealable; Capacity(4-10); Fire Mode(Single, Semi-auto) |
| Standard Handguns, Standard Revolvers, etc. | Finesse Ranged +1 | Ballistic | Ammo(Light); Ranged(30-60ft/300%); Capacity(6-20); Fire Mode(Semi-auto) |
| Match Grade Handguns, Performance Revolvers, etc. | Finesse Ranged +2 | Ballistic | Ammo(Medium); Ranged(30-60ft/300%); Versatile; Capacity(6-14); Fire Mode(Semi-auto) |
| Magnum Handguns, Magnum Revolvers, etc. | Finesse Ranged +3 | Ballistic | Ammo(Magnum); Ranged(30-40ft/300%); Versatile; Recoil; Capacity(6-10); Fire Mode(Single, Semi-auto) |
| Machine Pistols, Submachine Guns, Personal Defense Weapons, etc. | Finesse Ranged | Ballistic | Ammo(Light); Ranged(30-70ft/300%); Versatile; Two-Handed; Capacity(20-40); Fire Mode(Semi-auto, Burst, Full-auto) |
| Shotguns (using Buckshot Shells) | 12-20 Dice <i>(Add +3 successes on a hit)</i> | Ballistic | Ammo(Buckshot); Ranged(10-25ft); Versatile; Two-Handed; Capacity(1-10); Fire Mode(Single, Semi-auto); Special(When rolling to attack, roll the specified amount of dice and subtract 1 die for every 5ft beyond the specified range that the target is from you) |
| Shotguns (using Slug Shells) | Finesse Ranged <i>(Add +3 successes on a hit)</i> | Ballistic | Ammo(Slugs); Ranged(15-35ft/300%); Versatile; Two-Handed; Capacity(1-10); Fire Mode(Single, Semi-auto) |
| Shotguns (using Specialist Shells) | Finesse Ranged | Varies <i>(see Special)</i> | Ammo(Specialist); Ranged(15-35ft/300%); Versatile; Two-Handed; Capacity(1-10); Fire Mode(Single, Semi-auto); Special(Your GM will determine specific properties for Specialist Shells) |
| Civilian Assault-Style Rifles | Finesse Ranged +1 | Ballistic | Ammo(Assault); Two-Handed; Ranged(50-100ft/300%); Capacity(5-50); Fire Mode(Semi-auto) |
| Military-Grade Assault Rifles | Finesse Ranged +1 | Ballistic | Ammo(Assault); Two-Handed; Ranged(50-100ft/300%); Recoil; Capacity(5-50); Fire Mode(Semi-auto, Burst, Full-auto) |
| Hunting Rifles | Finesse Ranged <i>(Add +2 successes on a hit)</i> | Ballistic | Ammo(Assault); Two-Handed; Loading; Ranged(80-160ft/300%); Capacity(1-6); Fire Mode(Single) |
| Military-Grade Marksman Rifles | Finesse Ranged <i>(Add +2 successes on a hit)</i> | Ballistic | Ammo(Assault); Two-Handed; Heavy; Ranged(70-140ft/300%); Recoil; Capacity(1-20); Fire Mode(Single, Semi-Auto) |
| Sniper Rifles | Finesse Ranged <i>(Add +4 successes on a hit)</i> | Ballistic | Ammo(Heavy); Ranged(100-200ft/300%); Recoil; Two-Handed; Heavy; Large; Loading; Capacity(1-10); Fire Mode(Single, Semi-Auto) |

| | | | |
|--|--|-----------|---|
| Light Machine Guns | Finesse Ranged +2 | Ballistic | Ammo(Assault); Two-Handed; Heavy; Large; Loading; Ranged(50-100ft/300%); Recoil; Capacity(50-100 or Belt-Fed); Fire Mode(Burst, Full-auto) |
| Heavy Machine Guns, Gatling Guns, etc. | Finesse Ranged +3 | Ballistic | Ammo(Heavy); Two-Handed; Heavy; Large; Loading; Ranged(50-100ft/300%); Recoil; Capacity(Belt-Fed); Fire Mode(Full-auto) |
| Grenade Launchers | Finesse Ranged <i>(Add +2 successes on a hit)</i> | Varies | Ammo(Grenades); Two-Handed; Heavy; Large; Loading; Ranged(50-100ft/300%); Capacity(1-6); Fire Mode(Single); Special(Your GM will determine specific properties for Grenades. You can have more than one type of grenade loaded into your weapon at a time, if the capacity allows.) |
| Rocket Launchers, Bazookas, etc. | Finesse Ranged <i>(Add +4 successes on a hit)</i> | Ballistic | Ammo(Rockets); Two-Handed; Heavy; Large; Loading; Recoil; Ranged(100-200ft/400%); Capacity(1-4); Fire Mode(Single); Spread(10-35ft Cube) |
| Missile Launchers | Finesse Ranged <i>(Add +6 successes on a hit)</i> | Ballistic | Ammo(Missiles); Two-Handed; Heavy; Large; Loading; Recoil; Ranged(300-500ft/400%); Capacity(1); Fire Mode(Single); Spread(10-35ft Cube) |

Weapon Properties

The different meanings and effects of weapon properties are listed below.

- **Ammo** – This weapon requires a specific type of ammo in order to function
- **Capacity** – This weapon either has an internal magazine or tank with which it holds its ammo, or it has a detachable box magazine that holds a certain amount of ammo. Your GM will determine how much ammo your weapon can hold at maximum.
- **Concealable** – This weapon is small enough to fit inside of a pocket. It can still be spotted on your person from a distance if someone manages to achieve a certain successes on a Perception Roll (Dif 9). The number of successes will be determined by your GM.
- **Consumption** – This weapon uses more than one unit of ammo per attack. Your GM will determine how much ammo it uses.
- **Fire Mode** – This weapon has one or more specific firing modes that your GM will determine for your weapon. When using this weapon, the firing mode changes the way the gun behaves.
 - Single – This weapon fires a single round of ammo, then must be manually cycled in order to fire again. You may only attack once with this firearm on your turn, regardless if you took any Human Skills that might say otherwise.
 - Semi-Auto – This weapon fires a single round of ammo, but uses the ballistic force of that shot to load the next round into the chamber. If you have taken the 'Double Tap' Human Skill, you can fire this weapon twice during your attack action.
 - Burst – This weapon fires three rounds of ammo in super-quick succession. Upon landing a hit with a weapon when firing in this mode, add +2 successes to your hit.
 - Full-Auto – This weapon fires five bullets in a spray that can potentially hit numerous targets. Don't select a single target, but rather, a 10x10ft square. You roll your attack against the target with the highest Defense in that square, and upon landing a hit, you deal damage to all targets within it.
- **Heavy** – A Heavy Weapon is too heavy to be wielded by the weak. You must have at least 6 Strength in order to use this weapon.
- **Large** – This weapon is so big, you must also be rather large in order to wield it. If you have taken the 'Shortstack' Complication, you cannot use these weapons.
- **Loading** – This weapon has a complicated reloading procedure and requires a full-round action in order to reload it. You can ignore this if you have the Illrigger's 'Fast Hands' Skill.
- **Range** – This weapon has an effective range. The first number is a spectrum with which your GM will choose a specific maximum range for your weapon. The second number is a multiplier. You are allowed to attack beyond your maximum range, but you roll with Disadvantage, and again for every time your target exceeds this multiplier.
- **Recoil** – This weapon has a heavy recoil, forcing you to have a steadiness about your grasp when using it. You must have at least 6 Dexterity in order to use this weapon.
- **Spread** – This weapon explodes upon hit, dealing damage to all targets within a specific area. Roll your attack against the target with the highest Defense in this area.
- **Special** – This weapon has a unique clause. Refer to the note within the property.
- **Throwing** – This weapon is designed with the act of throwing it effectively in mind. Use the specified Attack Roll when doing this. The values in the parenthesis that follows this property function identically to that of the Range property.
- **Versatile** – This weapon is rather large, and usually requires one to use two hands in order to wield it. However, certain martial techniques have been perfected with these weapons and, with the right training, one could wield it with just one hand. If you have taken the 'Martially Adept' Asset, you may wield this weapon with only one hand.

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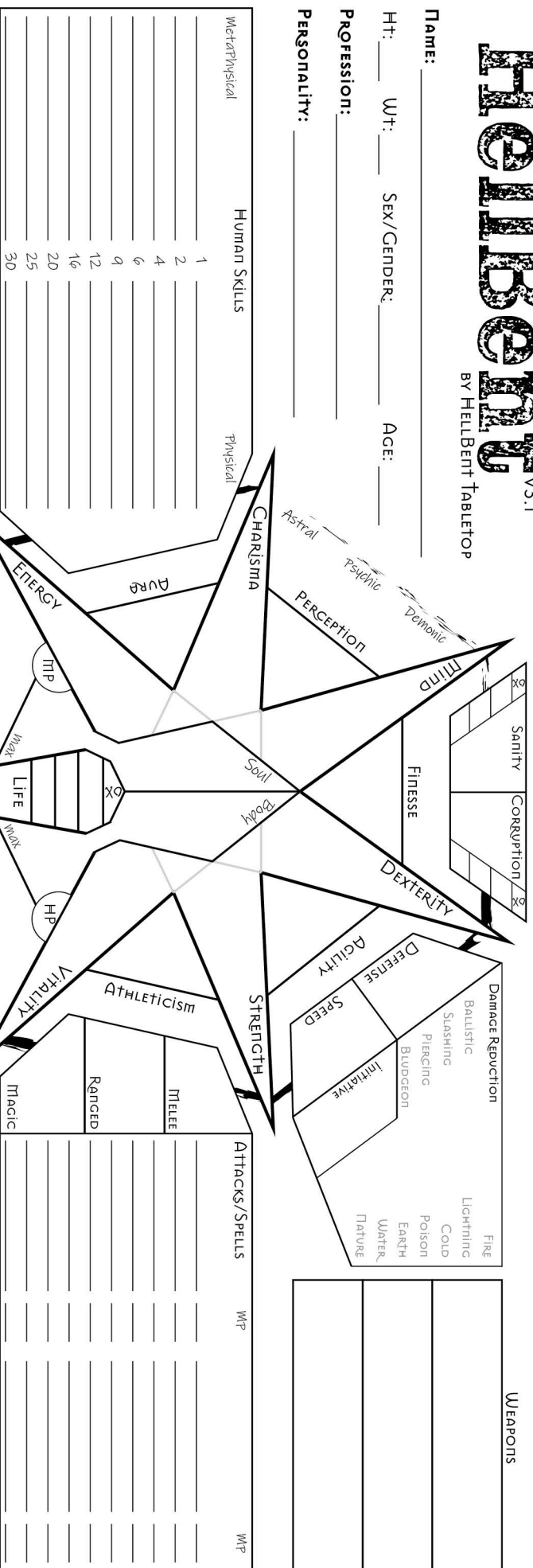
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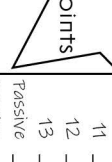
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Power



Plot Points

DEMON CLASS:

Primary Attribute:

Demonic Path:

DEMON SKILLS

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| 12 | | |
| 13 | | |
| Passive | | |
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| Extra | | |