

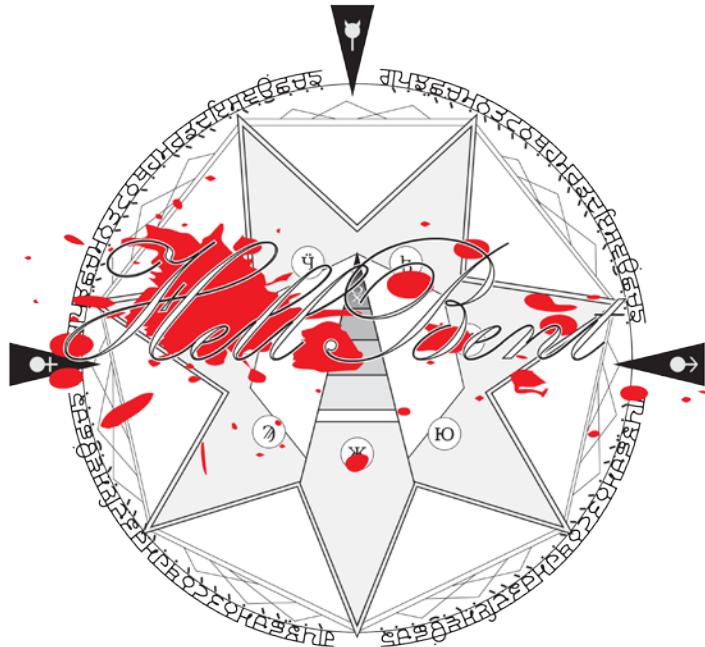


By HellBent Tabletop

Version 2.01 - Complete

HellBent

Ever feel like you're being watched? The myth of Demons residing in the make-believe place called Hell is known by many, but this is not because of the fallacy of scribes from the dark ages. Tales of the Demons' inner workings are all but lies, but the truth is about to be revealed. For millennia, the Demons watched us from the safety of their dimension. Very soon, the Demons will occupy the bodies of their sleeping victims. Some, however, are stronger than the Demon's suspect. Your dream did not go as your Demon intended. As you wake from your nightmare, a fragment of the Demon's power remained within you. Touched by this Demon, you quickly learn that new abilities are available to you. Others discover this as well, but they pale in comparison to the power residing in those possessed. Hell-bent on taking your dimension for themselves, the Demons will stop at nothing to corrupt and ingest the energy that is the human race.



Creating a Character

Give your character a name, a background, and a profession. Your profession can be anything, so long as you can explain how your character got into that career path. This may go well with your character's background. Pick one of the ten Demons for your character to be "Demontouched" by. Your GM will tell you what your Character Level is. You receive the Demon Skills for each level noted within the rulebook. When you reach a certain level, you will be forced to choose a Path. Note this Path down on your sheet once you reach this Character Level and follow the Demon Skills for that Path.

You will now have a number of Attribute Points equal to 20, plus your Character Level. Distribute these points amongst your seven Core Attributes. To start, you must have at least 1 point in every Attribute, and no Attribute may have more than 6 points in it. As you increase in Character Level, you will get additional Attribute Points. Once the story has started, you can increase your Attribute Score to a maximum of 10.

As an optional part of your character, you may choose to have up to 3 Assets and up to 3 Complications. For each Asset you take, you remove an Attribute Point from your sheet. For each Complication you take, you add an Attribute Point. Determine your Source Attributes by averaging the two Core Attributes neighboring each one, rounding up. Your Tertiary Attributes, in the top right-hand side of your character sheet, are calculated by referencing the associated Attribute. The exceptions are Defense and Speed: they have charts adjacent to their hexagons that you follow.

Once you've calculated all your Attributes, determine your Body by adding your Vitality, Strength, Dexterity, and Life; and note that by the right side of your Life Force Striker. Determine your Soul by adding your Energy, Charisma, Mind, and Life; and note that by the left. With your Body and Soul Scores calculated, you may choose Human Skills for each Human Skill Milestone if your Body and Soul Scores allow it. Use these skills to increase your Tertiary Attributes and receive numerous bonuses for a variety of scenarios. You also use Body and Soul Scores to calculate HP and MP. HP (Health Points) determines how much damage your character can take before falling unconscious. MP (Magic Points) must be spent to cast spells and use certain Demon Skills. Your character has a Maximum HP equal to your Body and Form added together. Your character has a Maximum MP equal to your Soul and Magic added together.

Lastly, your GM will give you a starting amount of money, distributed between your on-hand Cash, and your off-hand assets, such digital bank accounts. You get vehicles and residences (if appropriate), and equipment that your character would reasonably have at the start of the adventure. Your GM will also grant you one or two Proficiencies that are associated with your profession and assign an Attribute to them.

Assets and Complications

When you create your character, you have 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 low-standing position of power once per session, for the cost of a Plot Point, and ask a favor of them
Low Profile	Aura, Perception, and Mind Rolls suffer Disadvantage when others try to recognize or identify your character
Well Renown	Your character has a level of fame, which can be described by you and can be exploited
Wealthy	Your character can withdraw a certain amount of money once per session, for the cost of a Plot Point, from an off-shore account not listed on their sheet
Business Owner	Your character is in control of a company whose assets are at your disposal
Badge of Honor	Your character has fought in a battle that is known by many people; a label that comes with praise
Healthy	You may add double your Character Level to your Maximum HP when calculating it

== Complications ==	
Name	Description
Ugly As Sin	You can never attain bonus dice when rolling a Charisma Roll unless it has to do with Intimidation
Blind	Your character cannot see and automatically fails Perception Rolls towards sight
Deaf	Your character cannot hear and automatically fails Perception Rolls towards hearing. Additionally, the only language your character can speak is American Sign Language
Infamous	Your character has a level of infamy, which is described by the GM and will be exploited
Amorous	Your character instantly becomes charmed by attractive characters s/he is attracted to when s/he notices them and fails a Sanity Roll (7+Strikes)
Anger Management	Your character instantly becomes enraged by something s/he is triggered by when s/he notices it and fails a Sanity Roll (7+Strikes). This something is described by you, but agreed upon by your GM.
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
Overweight	Your character suffers a -5ft penalty to their Speed, and has Disadvantage on all Agility Rolls
Addiction	Your character must ingest a narcotic, 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 you fail a Sanity Roll (7+Strikes)
Fear	Your character instantly becomes frightened by something s/he is triggered by when s/he notices it and fails a Sanity Roll (7+Strikes)
Allergy	Your character instantly becomes poisoned by something s/he is allergic to when s/he comes in contact with it and fails a Life Roll (7+Strikes)
Loose Screw	At any time, once per session, your GM may deny you the ability to roll Sanity; causing you to instantly fail the roll

== Human Skills ==		
Metaphysical	Level	Physical
<u>Magic Proficiency:</u> +1 to Magic Attack <u>Demonic Proficiency:</u> +1 to Power <u>Versatile Plot Points:</u> You may spend a Plot Point to decrease the Difficulty of a roll by 1 when not in combat	1	<u>Melee Proficiency:</u> +1 to Melee Attack <u>Ranged Proficiency:</u> +1 to Ranged Attack <u>Abundant Plot Points:</u> Gain 1 Plot Point at the beginning of every session
<u>Magic Potency:</u> Add your Character Level to your Max 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>Armor Proficiency:</u> Reduce the Dexterity Penalty of armor by 1 <u>Sprinter:</u> You move an additional distance equal to your Speed when you run as a full action <u>Alertness:</u> 1's no longer subtract from your 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>Risk-Taker:</u> +1 to Charisma Rolls pertaining to haggling and gambling	4	<u>Heroic Surge:</u> Once per in-game day, you may perform an additional attack action <u>Ambidexterity:</u> You suffer no penalties from holding two one-handed weapons <u>Opportunist:</u> All rolls made during a held action get +1 die <u>Constitution:</u> Once per in-game day, as a full-round action, you may roll a Form Roll (Dif 7). You regain 1HP per success this way.
<u>Magic Off-Hand:</u> Allows for the use of a physical weapon in one hand, while casting a spell with the other, during your attack <u>Demonic Attunement:</u> +1 to Aura Rolls pertaining to magical circumstances <u>Demonic Knowledge:</u> +1 to Mind Rolls pertaining to magical circumstances	6	<u>Robust:</u> You now add your Vitality and your Life to your Max 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 or performing other actions while driving a moving vehicle
<u>Magical Endurance:</u> +1 Defense when attacked with a Magic Attack <u>Magical Accuracy:</u> Spells that impose an Attribute Roll to negate damage or effects now force targets to achieve 1 more success to pass <u>Strong Mind:</u> +1 to Sanity	9	<u>Sword Dance:</u> If a Melee weapon you are using does not have the 'Large' or 'Heavy' Features, you may calculate Melee Attacks with the Agility Attribute, not the Athleticism Attribute <u>Martial Artist:</u> Unarmed Attacks now have a Damage Rating of 2; weapons with the 'Martial' Feature get +2 to their Damage Rating <u>Double Tap:</u> You may attack twice with semi-automatic firearms during your attack action
<u>Magical Sophistication:</u> Magic Attacks are now calculated with the Energy Attribute, not the Magic 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 action <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 +3 dice, not +1	16	<u>Double Strike:</u> You may attack twice with melee weapons and non-firearm ranged weapons during your attack action <u>Double Spray:</u> You may attack twice with burst-fire and automatic firearms during your attack action <u>Expert:</u> Proficiencies listed that pertain to Physical Attributes grant +3 dice, not +1
<u>Masterful Spellcaster:</u> 1's no longer subtract from your successes when rolling Magic Attacks <u>Overcome Disadvantage:</u> Whenever you are disadvantaged, only 1's will subtract from your 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 subtract from your successes when rolling Melee Attacks <u>Masterful Marksman:</u> 1's no longer subtract from your successes when rolling Ranged Attacks <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 Beta:</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 alpha:</u> Fill in the "Extra" slot in your Demonic Skills List with an ability from the opposite path of your Demon; it must make coherent sense and must be of equal or lower level than your current Character Level <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

Difficulty, Attributes, and The Roll

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. Any additional bonuses and penalties you receive from Skills, Proficiencies, Assets, and Complications, will add or subtract dice from your roll. 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 particular 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, which is immediately rolled and, if the Difficulty is achieved, added to your Successes. Bonus Dice never remove 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!

There are seven Core Attributes, seven Source Attributes, and eight Tertiary Attributes. Core Attributes are slightly darker in your Character Glyph and you invest Attribute Points directly into these upon character creation and every time leveling up. They are Vitality, Strength, Dexterity, Mind, Charisma, Energy, and Life.

- **Vitality** – Your raw stamina and endurance
- **Strength** – Your raw muscle power
- **Dexterity** – Your ability to perform acrobatics
- **Mind** – Your raw thinking and mental power
- **Charisma** – Your social aptitude
- **Energy** – Your (until recently) inert metaphysical capabilities
- **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 Form, Athleticism, Agility, Finesse, Perception, Aura, and Magic.

- **Form** – The usefulness and adaptability of your body's physical shape
- **Athleticism** – Your physical aptitude
- **Agility** – Your raw speed, reflexes, and swiftness
- **Finesse** – Your focus, balance, and coordination capabilities
- **Perception** – Your physical senses and intake of the world
- **Aura** – The application of your presence in the world
- **Magic** – Your demonic aptitude

Tertiary Attributes are used primarily to calculate combat, but are also used to very specific actions, such as attacking a target or protecting yourself from a maddening occurrence. They are Speed, Defense, Sanity, Initiative, Power, and three types of Attacks: Melee, Ranged, and Magic.

- **Speed** – Calculate using adjacent chart: You may move this number of feet during your Movement Action during combat
- **Defense** – Calculate using adjacent chart: When attacked, you remove this many Successes from the offender's Attack Roll
- **Sanity** – Your mental defense and your ability to cope with demonic presence in your quickly changing world
- **Initiative** – Your ability respond to danger and act first when the time comes
- **Power** – Your connection to your demonic gift, calculated by averaging your Character's Level, and the Core Attribute associated with your chosen Demon; commonly used as a Damage Rating for many Demon Skills
- **Attack** – Your ability to harm others, be it through brute force (Melee), aiming a gun (Ranged), or casting a spell (Magic)

Advantage, Disadvantage, and Proficiencies

Advantage and Disadvantage increase the number of outcomes in which you receive bonus dice and remove Successes from your roll. You receive Advantage and Disadvantage through Demon Skills and certain scenarios throughout the story. 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 chance 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. 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.

Conversely, each instance of Disadvantage makes the next lowest outcome above 1 also remove Successes from your total. This means that Rolls made with Disadvantage remove Successes for each 1 and 2 rolled; Double Disadvantage removes Successes for each 1, 2, and 3; and Triple Disadvantage removes Successes for each 1, 2, 3, and 4.

At any time, if you can convince your GM that one of your Proficiencies is associated with a certain task, you gain Advantage to your Roll. Be creative; there is no limits to how you apply your proficiency to your roll, so long as you can convince your GM that it's something that pertains to your task.

The Planes of Hell

Your characters were born and raised in either an urban, suburban, or rural part of a country that exists on planet Earth. The Demons, however, were born and raised in one of the Nine Planes of Hell. They call your world "The Mortal Hell", which could be accurate or inaccurate depending on how screwed you think the world already is. Regardless, the Demon that enchanted you with power came from one of these Planes of Hell. Chances are: to accomplish your goals and thwart the Demon invasion of the world, you will have to travel to some of them.

Fiendish Hell – The first Plane of Hell. Countless variations of interesting, albeit weak, demons roam this highest of planes. They do the menial chores necessary for managing the upcoming invasion of the Mortal Hell while living their lives in medieval style. It is relatively simple to open a portal and create an entrance to this Hell, though this plane is far away from where anything important happens. The environment here is a twisted version of a feudal land populated by rough villages of demons, brave travelers, and lost souls. It is very rare that a human from the Mortal Hell travels any further than this unless they are very powerful, extremely brave, and understands that they will probably not make it back in one piece.

Frozen Hell – The second Plane of Hell is a frozen wasteland of snow and glaciers and freezing oceans. This is rather unlike anything used to describe Hell in the many religions invented by human creativity, but it serves as an effective barrier to prevent invasion of the lower, more necessary Planes of Hell. Sometimes known as Purgatory, souls are sent here to wander an endless white abyss until they freeze in place, becoming nothing.

Flooded Hell - Completely underwater, the Third Plane of Hell is home to aquatic monsters and amphibious servants of the demonic overlords. Rivers of blood pour from the entrapped prideful souls who refuse to die until their greatness is acknowledged. Their blood dumps into the vast, near-endless ocean, giving the water a strange tint. Dive deep enough, and you will find the souls doomed to drown for eternity as they struggle to surface. The monsters that feast on their wrath and their flesh them like sharks.

Forest Hell – The Fourth Plane of Hell starts at the edge of the Flooded Hell, which waters the cursed trees and twisted vines that cover it. The souls doomed here become trees: trapped in place within a wooden body. Their avarice is punished with consciousness and never-ending boredom until they crave the ability to do *anything*. Unwary travelers in this hell are tangled up in living carnivorous vines and eaten by monstrous plants. If they manage to avoid that fate, the alluring beauty of this plane's inhabitants will poison both mind and body to attain a willing slave.

Fossil Hell - Impenetrable black ash covers the sky as sticky tar-like clay covers the ground; The Fifth Plane of Hell is a mash of death and pollution. The monsters here are skeletons and demons of earth and stone. Here, your body struggles against the terrain just as much as it struggles against the zombified souls here, which are doomed to hunger forever and feast on decaying filth.

Fiery Hell – The Lava and volcanoes that scour the Sixth Plane of Hell serves as a final barrier of defense for the overlords of hell. This suits the molten demonic inhabitants' just fine, but it will challenge your character's resolve. The air burns your lungs and the fire burns your skin almost as much as the heat burns your desires. The more intoxicating inhabitants of this plane like it 'hot'. The more hostile demons attack with just as much ferocity.

Fungal Hell – The spores from the various poison plants that grow in the Seventh Plane of Hell is more than enough to choke the strongest adventurer. This seemingly never-ending maze of underground caverns will slowly infest your body the longer you wander them. Soon, the mushrooms and carnivorous funguses will start to grow on your skin, churning your mind into that of a psychotic's. It suits the poisonous inhabitants of this realm just fine. They like to watch the souls banished here slip into insanity as they furiously collect every shiny thing they can find. It makes their prey easier to catch.

Floating Hell – The Eighth Plane of Hell is better known as the Floating Hell for its numerous tiny floating islands. An endless thunderstorm drains down on these islands. Souls are banished to live on one of the islands for eternity, completely alone and without any means of escape. It makes them envious of the flying demons that enjoy open air and space. Hopefully, you have means of flight as well.

Final Hell - The lairs of the overlords of hell reside here in the deepest part of this realm: The Ninth Plane of Hell. Ancient magnificent architecture towers high into the sky, serving as palaces for the royals of Hell and support columns for the planes above. They are guarded by the most prominent demonic knights hell has to offer. Only the most worthy and powerful are allowed to even witness their glory. Only the most resilient and determined can withstand the harsh mental strain it imposes. Only the most daring will enter a palace and survive.

The 2nd-8th Planes of Hell are also known as the Elemental Planes. They house the Seven Elements of Chaos: Fire, Nature, Earth, Ice, Poison, Lightning and Water. These elements are strong against some and weak against others.

Fire kills Nature and Poison

Water kills Fire and Earth

Nature kills Water and Poison

Fungus kills Earth and Lightning

Ice kills Nature and Fire

Earth kills Ice and Lightning

Lightning kills Water and Ice

Demons

There are 10 Demons to choose from. Pick a Demon to receive their Demon Skills as a “Demontouched” human. At Level 4 (Level 3 or Level 5 for the Marilith and Banshee, respectively), you also must choose a Demonic Path, taking the skills associated with that path over the other choice. Every Demon gets one of their Passive skills at Level 2 and another at Level 8.

1- Wrathbeast – A gigantic primal beast of hellish nature; raw muscle and endurance are the cornerstones of a Wrathbeast. When they enter rage, they are all but an unstoppable force.

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

2- Erinyes – A vigilant warrior tasked with the protection of the Demonic Realm; Erinyeses are tactical leaders and effective weapons. An Erinyes will hit their mark when no one else can.

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

3- Reaper – A deadly collector of souls; Reapers use the power of death to become stronger. Their proficiency with firearms is unmatched in both accuracy and lethality.

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

4- Gremlin – An impish lesser demon; Gremlins are used as scouts to collect information about their 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-Psychic Paths

5- 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

6- Warlock – A devout worshiper of the Demons; Warlocks are creatures from other planes that choose to remain within the Demonic Realm. 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

7- 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 do the same to others, as well.

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

8- Banshee – A lost soul that has grown in power; Banshees have gone insane in the Demonic Realm 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 Life and follow the Spirit & Shadow Paths

9- 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 Life and follow the Vampire & Necromancer Paths

10- Fallen Angel – A controller of the energies of life itself; Fallen Angel is just the name our world has given this demon. The power to redirect potential energy from one, and into another, can have unique and useful applications in the modern world.

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

Wrathbeast	Berserker and DemonHulk Paths	Vitality Attribute
1- <u>Bash</u> – Every successful melee attack gets +1 success towards their damage		
2- <u>Intimidating Might</u> – +1 to Charisma Rolls pertaining to Intimidation		
3- <u>Demonic Might</u> – Spend a number of MP up to your Power before making a melee attack: add +1 Damage per MP spent if the attack deals damage. You must pay the MP Cost twice if wielding two weapons		
----- Paths -----		
4- BR – <u>Rage alpha</u> – You can now Rage in battle; a number of turns equal to your Form; can make one additional Melee Attack while raging		
DH – <u>Rage Beta</u> – You can now Rage in battle; a number of turns equal to your Form; +1 to Defense while raging		
5- BR – <u>Instigation</u> – You get +15ft Speed if you move towards the person that attacked you last		
DH – <u>Remain Conscious</u> – Can crawl on ground and are awake while at OHP		
6- BR – <u>Wrathbeast</u> – Transform into a Wrathbeast for 6MP; add your Form to Damage Dealt for the rest of the battle		
DH – <u>DemonHulk</u> – Transform into a DemonHulk for 6MP; ignore Damage equal to your Form when attacked for the rest of the battle		
7- BR – <u>Ignore Armor</u> – Treat enemies as if they were not wearing armor when attacking them		
DH – <u>Energy Resistance</u> – Ignore Damage from Magic Attacks and Spells equal to your Power		
8- BR – <u>Repelling Attack</u> – Successful Melee Attacks made with weapons shove targets backwards up to 10ft if you choose		
DH – <u>Spikes</u> – Melee attackers now take 1 damage every time they deal damage to you		
9- BR – <u>Hate Being Attended</u> – Add +3 damage to next melee attack if you take non-magical damage before your turn		
DH – <u>Hate Being Ignored</u> – Add +3 damage to next melee attack if you don't take non-magical damage before your turn		
10- BR – <u>Gory Combat</u> – After a successful Melee Attack, you may choose a target you can see within 40ft of you. Roll a Charisma Roll against a target's Sanity Roll (Diff 7+Strikes). The target becomes frightened if 3 Successes are achieved.		
DH – <u>Regenerate</u> – Spend a number of MP up to your Power: +2 HP for every MP spent this way		
11- BR – <u>Insane Combat</u> – After a successful Melee Attack, you may choose a target you can see within 40ft of you. Roll a Charisma Roll against a target's Sanity Roll (Diff 7+Strikes). This applies a strike on the target's Sanity for every 3 Successes achieved.		
DH – <u>Scales</u> – Successful melee attacks made with weapons against you impose a 10% chance of that weapon breaking		
12- BR – <u>Maddening Combat</u> – +2 to Melee Attacks for every strike you have on your Sanity		
DH – <u>Neutralize</u> – +1 to Charisma Rolls towards intimidation within 40ft one time after an enemy fails an attack on you		
13- BR – <u>Berserk</u> – During Rage, you may declare your character goes Berserk; you attack twice as often and deal twice as much damage, but your GM controls your character, attacking the nearest person (friend or foe) until you pass a Mind roll (Diff 7). If/when you pass, you remain Berserk, but regain your character sheet.		
DH – <u>Dreadnaught</u> – You become all but invulnerable for 1 turn for 6MP; continue to pay the cost to maintain this		

----- Passives -----

- Damage Reduction – You ignore 1 damage from all sources, from each and every attack; take this twice to ignore 3 damage instead
- Pool of Health – You now add 10 to your Max HP when calculating it; take this twice to add 25 Max HP
- Transformation Improvement – MP Cost for Wrathbeast and DemonHulk is now 4MP
- Advanced Bull Rush – Targets hit by your Bull Rush and your Repelling Attack move twice as far back
- Extreme Might – When using Demonic Might, you may spend MP up to twice your Power
- 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



Erinyes	Commander and Death Knight Paths	Strength Attribute
1-	<u>Sigil of the Erinyes</u> – For 2MP, make a Magic Attack on a target up to 50ft away. If successful, that target is marked with the Sigil. When you, or any allied person, attack a target with a Sigil on it, the Attack Roll gets +1 die and +1 Success.	
2-	<u>Armor Proficiency</u> – If you have armor equipped, you get +1 Armor from it, as well as reduce the Speed Penalty that goes with it by 1.	
3-	<u>Favorite Weapon</u> – Choose one weapon from the rulebook: Whenever your character uses it, you roll your attack roll at a Difficulty of 6, not 7.	
----- Paths -----		
4-	CO – <u>Standard Bearer</u> – Once per round, you may add +1 Success to any roll made by an ally within 40ft. of you. DK – <u>Vengeful Strike</u> – You add +1 Success to any Attack made towards an enemy that has wounded you.	
5-	CO – <u>Shield Attack</u> – If you have a shield equipped, you may attack with it. Your shield has a Damage Rating equal to its Armor Rating, plus 2. DK – <u>Sprint Attack</u> – If you can move in a relatively straight line towards your target, you may move at 150% your movement speed to get to it, then perform a Melee Attack. This will end your turn if you do this.	
6-	CO – <u>Motivating Sigil</u> – Whenever an ally damages a target marked by your sigil, they recover HP equal to your Power. DK – <u>Poison Sigil</u> – Targets marked by your Sigil take damage equal to half your power at the beginning of each of their turns.	
7-	BOTH – <u>Erinyes' Style</u> – You may ignore the “Large” attribute of Melee Weapons.	
8-	CO – <u>Chromatic Sigil</u> – You may spend 2MP whenever a target marked by your sigil is successfully damaged. If you do, that target takes damage equal to your Power in the form of either Fire, Lightning, Cold, Poison, Earth, Water, or Nature damage. DK – <u>Darkened Sigil</u> – You may spend 2MP whenever a target marked by your sigil is successfully damaged. If you do so, that target must make a Sanity Roll (Dif 7) and is either frightened, stunned, or disarmed if they fail.	
9-	CO – <u>High Standard</u> – You may add +1 success to ally rolls twice per round, instead of once. You may not add +2 success to one roll. DK – <u>Whirlwind Strike</u> – Your character may perform one Melee Attack to each and every target within striking range if there is more than one. This will end your turn if you do this.	
10-	BOTH – <u>Erinyes' Stature</u> – All Attacks of Opportunity made towards you suffer Disadvantage. Also, Melee attacks made while prone suffer no penalties.	
11-	CO – <u>Hardened Standard</u> – At any time, you may spend 2MP. One ally within range of your Standard Bearer ability gets +1 defense. You may apply this to each and every ally, but only once per ally. DK – <u>Faltering Sigil</u> – Targets marked by your sigil suffer additional magic damage equal to the strikes on their sanity, multiplied by three, every time they are damaged.	
12-	BOTH – <u>Extremely Favorite Weapon</u> – All favorite weapons now deal damage as if the target has zero Defense, so long as damage would be dealt under normal circumstances.	
13-	CO – <u>Setting The Standard</u> – Add +1 to your Power for each ally currently within range of your Standard Bearer ability. DK – <u>Exploitation</u> – If you successfully damage a target that has strikes on its sanity, you add your Power to your damage.	

----- Passives -----

- 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 your Power. 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 also adds damage equal to your Power 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' Stance – During battle, successful attacks made with your favorite weapons automatically apply a Sigil to the target. Take this twice, and you now roll your attacks made with favorite weapons at a difficulty of 5, not 6.
- Additional Favorite Weapons – Choose an additional weapon to consider your favorite. Take this twice to choose two more additional weapons; a total of four.
- Shield Proficiency – When you have a shield equipped, you get +1 Armor from the shield and can ignore any Strength requirement while using it. Include this bonus into your Shield Attack skill if you have it.
- Sigil Duplication – You may have your Sigil of the Erinyes on two targets at a time, instead of just one. Take this twice to gain two additional targets; a maximum of four.
- Increased Movement – Add +5ft to your speed. Take this twice to add 15ft instead.



Reaper	Blood Lust and Ferrier Paths	Dexterity Attribute
1-	<u>Tally Marks</u> – During combat, keep track of how many targets you kill. You can have a number of Tally Marks equal to, or lower, than your Power; not higher. Add 1 Damage for every Tally Mark you have to your attacks when they deal damage. You reset your Tally Marks after the end of every in-game day.	
2-	<u>Scythe</u> – Spend 3MP; +2 damage to your next attack; reduce that target's Max HP by total damage dealt for the next hour.	
3-	<u>Lightning Trigger</u> – If you attack before you move, you may spend 5MP after the attack if it was made with a Firearm and it successfully hit its target. Expend another attack's worth of ammo and immediately deal the damage again, minus 1 success. You may repeat this any number of times, subtracting another successes and paying the MP Cost again each time, until you run out of loaded ammo, successes to subtract, or MP. This cannot be performed with a Single fire weapon and your turn ends immediately afterwards.	
----- Paths -----		
4-	BL – <u>Blood's Scent</u> – Recover HP equal to your Tally Marks at the beginning of each of your turns while in combat. FR – <u>Ferryman</u> – Every time you acquire a Tally Mark while using Scythe, you form a connection with that target's soul. You may summon that soul to attack a target up to 30ft away for you. Roll a Melee Attack at the target and deal magical damage equal to twice your Power if it succeeds. The soul is forfeited afterwards, but the Tally Mark remains.	
5-	BL – <u>Red Bullet</u> – Spend as much MP as you want; for every 1 MP spent, enchant a single bullet for 1 hour. These bullets add damage when used equal to half your Tally Marks, rounding down. Burst and Automatic weapon fire must have all ammo used in the attack enchanted this way in order to benefit from the bonus. FR – <u>Blue Bullet</u> - Spend as much MP as you want; for every 1 MP spent, enchant a single bullet for 1 hour. These bullets add an extra bonus die for every 10 that is achieved with the roll when used. Burst and Automatic weapon fire must have all ammo used in the attack enchanted this way in order to benefit from the bonus.	
6-	BOTH – <u>Kill Stealer</u> – You now get Tally Marks from kills performed by your teammates, as well as yourself	
7-	BL – <u>Smite</u> – When damaging a target, you reduce that target's Max HP by total damage dealt if that target has already had their Max HP reduced by you, even when not using Scythe. FR – <u>Sleight</u> - When you have souls connected to your Tally Marks, you may choose to sacrifice a soul at any time instead of using it to attack. If you do, you can teleport up to 30ft into any unoccupied space. You may attempt to enter stealth when you do this.	
8-	BL – <u>Silver Bullet</u> – Spend as much MP as you want; for every 1 MP spent, enchant a single bullet for 1 hour. These bullets heal the user's HP equal to the number of successes achieved when damaging the target. FR – <u>Black Bullet</u> – Spend as much MP as you want; for every 1 MP spent, enchant a single bullet for 1 hour. These bullets add damage equal to your Power for every 10 achieved when used.	
9-	BL – <u>Knee Cap</u> – While attacking with a Firearm, if you obtain more successes than the target's Form Attribute, the target becomes Paralyzed for one round FR – <u>Skull Cap</u> – While attacking with a Firearm, if you obtain more successes than the target's Life Attribute, the target takes a strike on their Life Force	
10-	BL – <u>Manic Shooter</u> - While attacking with a Firearm, if you obtain more successes than the target's Sanity, the target takes a strike on their Sanity FR – <u>Soul Shooter</u> – When using a soul to attack, you now have the choice to roll a Ranged Attack instead from any point within 30ft of you. You deal magical damage equal to twice your Power if it succeeds.	
11-	BL – <u>Blood Splatter</u> – Whenever you acquire a Tally Mark, roll a die. If you get a 9 or a 10, you receive two Tally Marks instead of one. FR – <u>Art of The Kill</u> – Before you attack, you may choose to remove a Tally Mark. If you do, instead of rolling normally for the attack, roll a single die. You deal that many successes, regardless of the target's Defense.	
12-	BL – <u>Anticipation</u> – 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. Ignore outcomes with a negative number. FR – <u>Soul Guide</u> – 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 your Power.	
13-	BOTH – <u>Tally-Ho</u> – If you attack before you move, you may remove any even number of Tally Marks you wish instead of rolling a normal attack roll. If you do, roll a single die. If it lands on a number equal or lower to half the number of Tally Marks removed this way, the target of your instantly attack dies. Your turn ends immediately after this. Certain powerful targets might resist this ability; your GM will tell you when this might happen before you use this skill.	

----- Passives -----

- Death Scythe – Scythe now adds a number of damage equal to your Power, instead of +2
- Cleave – If your attack brings a target down to 0HP, you may perform an additional attack action 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. Take this twice, and you no longer need to choose between performing a cleave and taking a Tally Mark: both happen.
- 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 9 or a 10, the target takes a Strike on their Lifeforce. Roll an additional bonus die for any 10's.
- Grim Reaper – 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 take the Ferrier Path if you take this passive at Level 2, and you must wait until Level 4 to receive this.
- Notches in the Belt – You only lose half your Tally Marks at the end of every in-game day, instead of all of them.
- Bulleted Notes – When using Red Bullet, Blue Bullet, Silver Bullet, or Black Bullet, you may enchant an additional number of bullets equal to your Tally Marks, so long as at least 1MP per Tally Mark is 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 Clips: 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.
- Killer Stance – Ranged Attacks no longer provoke Attacks of Opportunity from enemies standing next to you.



Gremlin	Spark Plug and Techno-Psychic Paths	Mind Attribute
1-	Technopathy – You may now telepathically interact with anything that has a computer chip in it within 40ft. You may interact with the computer or electronic in the same way as you would if you had a keyboard and mouse connected to it. This does not grant full control of the machine and the GM may refuse some of your actions. As a movement action, you can cause the electronic to behave a certain way within your GM's limitations. You cannot attack with your Technopathy.	
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 subtract from your successes. This does not reduce the number of successes needed to penetrate safeguards that prevent hacking.	
3-	Analyze – As a free action, you may use your Technopathy to identify all the objects you can interact with. These objects do not necessarily need to be visible to the naked eye, as your character senses the electrical data within them. Declare your "Analyzing", and roll Perception (Dif 8). The number of successes determines the number of devices.	
-----	Paths -----	
4-	SP – Mecho-kinesis – Your Technopathic abilities can now affect all things mechanical and computerized, such as guns and combustion engines. You may also telepathically move objects like this, up to 10lbs. and up to a speed of 40ft. TP – Electro-kinesis – Your Technopathic abilities can now affect all things electrical and computerized, such as simple electronics and tools. You may also telepathically move objects like this, up to 10lbs. and up to a speed of 40ft.	
5-	BOTH – Techno-Static Blast – For 2MP, you can make a Magic Attack on a target within your Technopathic Range. If successful, deal damage as if this was a spell with a Damage Rating of 2. 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 Power if they fail. They take half that 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 20ft of you. TP – Get Technical – After using your Analyze skill, for 2MP, you magically 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 – Mechanize – For 5MP, 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. TP – Drone Warfare – Once per turn, for 5 MP, you may summon a small sized Quadrotor Drone; which has a Flying Speed of 40ft, a Defense of 2, and 5HP. It has a .22cal Pistol as a weapon, is controlled with your Technopathy, and so long as it is within range; you can also extend your Technopathic Range through it from its position. There is no limit to how many of these you can have, but they only last 10 minutes, disappearing afterwards.	
10-	SP – Jury Rig – While in combat, as a movement action and for 5MP, you may magically alter any mechanical weapon within your Technopathic range. This alteration increases the damage rating by +1. This bonus can only be applied once to each weapon and lasts for only this battle. TP – Disable – While in combat, as a movement action, you may magically disable any electronic object within your Technopathic range. This alteration makes the weapon useless for this battle.	
11-	SP – Greater Summon Ammo – For 5MP, 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 20ft of you. TP – Remote Upgrade – For 5MP, you can technopathically upgrade a computer so you can interact with it from anywhere, even between dimensions. Simply treat the computer as if it is within your Technopathic range at all times.	
12-	SP – Demonic Battle Machine – For 6MP, you can technopathically upgrade any vehicle within your technopathic 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 three times your Power. TP – 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.	
13-	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.	

----- Passives -----

- Extended Technopathy – Your Technopathic 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.)
- Clutch – 1's no longer subtract from your successes when driving a vehicle, or from making a non-combat roll while driving a vehicle
- Smart Combat – Choose one of the following: Melee Attacks, Ranged Attacks, Magic Attacks, or Defense. You may calculate your choice with the Mind Attribute, instead of its default. Take this twice to choose two of the four choices.
- Advanced Disarming – When you successfully disarm an opponent, you may choose to equip their weapon instead of letting it fall to the ground.
- 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; a total of five



Succubus	Seduction and Trickster Paths	Charisma Attribute
1-	<u>Charm</u> – As a movement action, you may attempt to charm someone your character can see within 50ft. Make a Magic Attack, if successful, the target is charmed. Charmed targets must pass a Sanity Roll (Dif 7) in order to attack you, but behave normally otherwise. You may only have one charmed target at a time. They remain charmed until you attack them, or they pass a Sanity Roll (Dif 7) on the beginning of their turn.	
2-	<u>Succubus Spell Casting</u> – Refer to the Succubus' Spell Book. You may now cast certain magical spells.	
3-	<u>Feint Attack</u> – Add your Power to all damage dealt to charmed targets.	
-----	Paths -----	
4-	SE – <u>Seduction</u> – The Difficulty of the Sanity Roll that charmed targets must pass to attack and recover is now 7+Strikes. TR – <u>First Action</u> – You gain +2 to Initiative and may perform one Charisma Roll-based action before combat begins, regardless of Initiative Order.	
5-	SE – <u>Influenced Attack</u> – You may command one target you have charmed to attack on your attack action. You roll the charmed target's attack based off of your stats. TR – <u>Sheathed Attack</u> – 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.	
6-	SE – <u>Mass Influence</u> – You may now attempt to charm additional targets for an MP Cost, which is equal to 2 times the number of targets already Charmed. You cannot have a number of charmed targets greater than your Power. TR – <u>Combat Dance</u> – Whenever an attack fails to deal damage to you, or when a charmed target deals damage to one of your allies, you may move your character 5ft in any direction without provoking an attack of opportunity.	
7-	SE – <u>Siren's Song</u> – Your character no longer needs to see a target in order to attempt to charm it, so long as the target is not deaf. TR – <u>Siren's Guard</u> – You gain +1 Defense if a target is currently charmed. This does not stack.	
8-	SE – <u>Break Their Heart</u> – As an attack action, you may choose to remove the "charmed" status effect from a target. If you do, that target immediately takes damage equal to 3x your Power. You may not do this on the same turn you charm the target. TR – <u>Charming Attack</u> – Whenever you succeed in dealing damage with an attack, you may attempt to charm the target as well. If you succeed, this charmed target does not count towards your maximum number of charmed targets.	
9-	SE – <u>Taunt</u> – 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 do 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. TR – <u>Trick Attack</u> – Your attacks ignore the bonuses that your enemies receive to Defense from magical enchantments and spells.	
10-	BOTH – <u>Charming Presence</u> – All enemies within 10ft of you must make a Sanity Roll (Dif 7) at the beginning of their turn. They become charmed if they fail to gain any successes. These charmed targets do not count towards your maximum number of charmed targets.	
11-	SE – <u>Influential Army</u> – You may now command all targets you have charmed to attack on your attack action. TR – <u>Set Them Up</u> – Whenever an enemy attacks you, you may attempt to charm the target as well, regardless if you have attempted to charm a target this turn. If you succeed, this charmed target does not count towards your maximum number of charmed targets.	
12-	BOTH – <u>Charmed Magic</u> – You now gain any positive bonuses that any of your charmed targets do.	
13-	SE – <u>Devotion</u> – Charmed targets no longer defend themselves against your attacks. You only roll one die when attacking a charmed target. That number is the number of successes you achieve for damage. TR – <u>Knock Them Down</u> – You may now attack a number of times equal to the number of charmed targets you have in combat.	

----- Passives -----

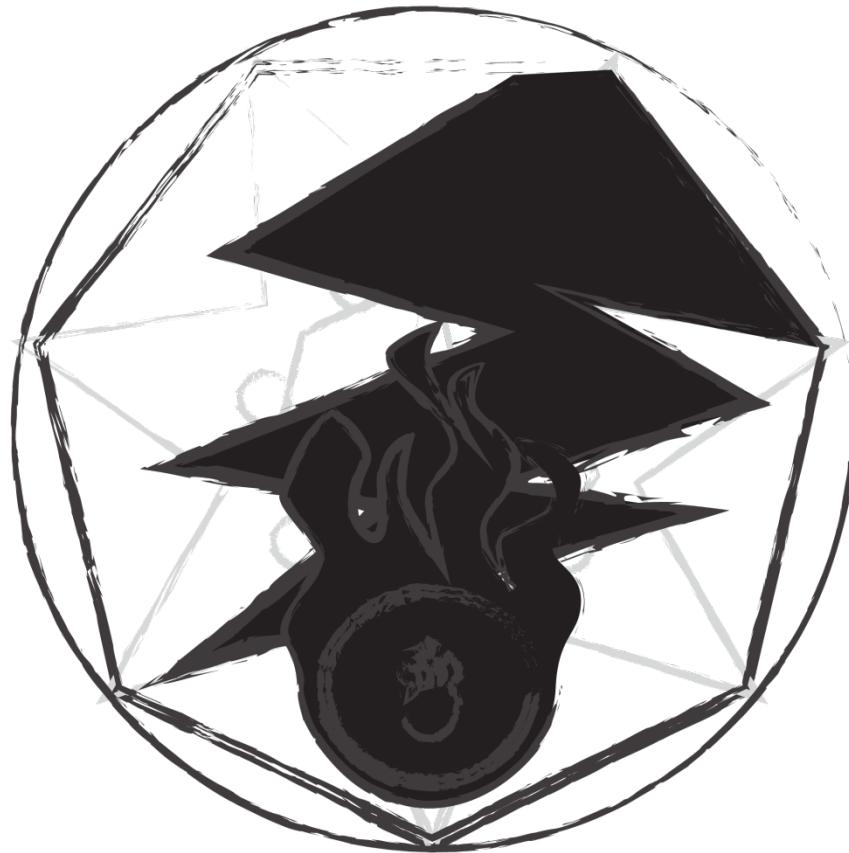
- Emotional Magic - You may calculate Magic Attacks with the Charisma Attribute, not the Magic Attribute
- Dazzle – At any time, you may force a charmed individual to stop everything they are doing. They become dazed for one round. This ends your charm on that target.
- Improved Charm - 1's no longer subtract from your Magic Attack when you attempt to charm someone.
- Lipstick – All spells that have “Kiss” in its name now cost 2MP less to cast.
- Harem – Increase the max number of Charmed targets you are allowed to 2; take this twice for to increase it to 3
- 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 fails a Sanity Roll, 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 2HP and 2MP; take this twice to regain this regardless of the gender of the target. Genderless targets do not grant this bonus to you.



Warlock	Spell Caster and Battle-Mage Paths	Energy Attribute
1- <u>Warlock Spell Casting</u> - Refer to the Warlock's Spell Book. You may now cast certain magical spells.		
2- <u>Mana Rejuvenation</u> – At the beginning of your turn, during combat, you regain MP equal to the number of allies within 10ft of you.		
3- <u>Pool of Mana</u> – You now add 10 to your Max MP when calculating it		
----- Paths -----		
4- SC – <u>Spell Preparation</u> – You now have a number of Spell Points equal to your Character Level, plus 3.		
BM – <u>Weapon Charge</u> – As a movement action, you may declare that you are “charging” a weapon that your character is currently holding. The next Melee or Ranged attack you perform with a “charged” weapon deals additional magic damage equal to half your Power. Attacking with a “charged” weapon removes the charge.		
5- SC – <u>Wild Magic</u> – You may now cast any spell from the First List that you have prepared for 0MP, but doing so imposes an effect from the Wild Magic Chart. Refer to the Warlock’s Spell Book.		
BM – <u>Energy Weapon</u> – For 4MP, you can create a weapon out of pure magical energy. Choose any weapon with a Damage Rating of 3 or less from the Equipment section of this book. If applicable, it comes loaded with one full magazine, but cannot be reloaded. Roll Magic Attacks when using it, regardless if it is a melee or ranged weapon. The weapon disappears after it is used for 3 attacks, runs out of ammo, or if it is dropped.		
6- SC – <u>Cantrip</u> – 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 0MP.		
BM – <u>Force Field</u> – Once per turn, and for 3MP, you create a force field around yourself. You subtract your Aura Score from any damage you take while the field is up. 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 the MP Cost is doubled each time. The MP Cost for this skill resets when the battle concludes.		
7- SC – <u>Spell Break</u> – When you cast a spell, you may spend a Plot Point. 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 – <u>Megacharge</u> - “Charged” weapons now deal additional magic damage equal to your Power.		
8- SC – <u>Spell Savings</u> – If you cast the same spell twice in a row, you may cast the same spell a third time for 0MP next time, so long as it is the very next spell you cast.		
BM – <u>Quickening Combat</u> – For 5MP, you may gain an additional attack action on your turn. This may only be paid once per turn.		
9- BOTH – <u>Spell Drive</u> – 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 Power. 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.		
10- SC – <u>Spell Smith</u> – You may create your own spell. Write down what your spell is and what it does. Your GM will determine if your spell is reasonable, and what its MP Cost will be. S/he may also alter it slightly and impose certain limitations upon it, such as range, damage dealt, status effects inflicted, and number of targets.		
BM – <u>Ultracharge</u> – “Charged” weapons now deal additional magic damage equal to 2x your Power.		
11- SC – <u>Spell Scribe</u> – 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 4 days.		
BM – <u>Field Force</u> – Whenever you are attacked with a Magic Attack, and you have your Force Field active, you may immediately cast a spell of your own as a reaction.		
12- SC – <u>Spell Insanity</u> – Once per turn, you may now cast any spell from the 1 st or 2 nd list as a free action for 0MP, but it imposes a Sanity Roll (Dif 7+Strikes). You receive a strike on your Sanity and the spell you choose is not cast if you fail to achieve 3 successes.		
BM – <u>Energy Weapon Sacrifice</u> – If you are attacking with an Energy Weapon, you can choose to sacrifice it before you roll to attack. If you deal damage with that attack, add +1 to the weapon’s Damage Rating, and add your Power to the total damage dealt. The weapon disappears afterwards.		
13- SC – <u>Ultimate Spell Break</u> – When you use Spell Break, you may now do so with less reasoning and less limitations imposed from your GM.		
BM – <u>Hypercharge</u> - “Charged” weapons now deal additional magic damage equal to 3x your Power.		

----- Passives -----

- Quickened Rejuvenation - At the beginning of your turn, during combat, you regain MP equal to the number of allies and enemies within 20ft of you; take this twice, and you count allies within 30ft 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 5 to receive this.
- Fierce Field – When using Force Field, you use your Power, not your Aura. You must take the Battle-Mage Path if you take this passive at Level 2, and you must wait until Level 6 to receive this.



Marilith	Mutant and DemonForm Paths	Life Attribute
1-	<u>Mutations</u> – For every point you have in your Form Attribute, you have a Positive Mutation. 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. At the beginning of every game, you must change one of the Mutations to another. Refer to the Marilith Spell Book.	
2-	<u>Mutate Other</u> – For various MP Costs, you may impose a Positive or Negative Mutation onto another that you can touch. If the target is unwilling, a Melee Attack is needed, and the target will need to pass a Form Roll (Dif 7) to prevent changes. Refer to the Marilith Spell Book.	
----- Paths -----		
3-	MU – <u>Mutate Animal</u> – For 1MP, you may mutate the mind of an animal to obey you and your will. You may only have a number of animals equal to half your Power mutated this way. Once mutated, you may apply Mutations to them and have them fight in combat, within the limit that they allow. DF – <u>DemonForm Transformation</u> – Specify one of the demon forms listed within the Marilith Spell Book. Follow the rules specified there. You may now transform into that demonic form as a movement action.	
4-	MU – <u>Mutation Slime</u> – You may now perform the Mutate Other skill as a Magic Attack towards targets up to 40ft away. DF – <u>DemonForm Powerup</u> – Increase the abilities of one of your specified forms to the next level	
5-	MU – <u>Plant Control</u> – 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. DF – <u>DemonForm Powerup</u> – Increase the abilities of one of your specified forms to the next level	
6-	MU – <u>Mutation Aura</u> – For every mutated thing in combat, you add half your Power to damage dealt, to a maximum of 3x your Power DF – <u>DemonForm Strike</u> – While transformed, you may spend the MP Cost listed for your current DemonForm in the Spell Book. If you do, you add whatever stats are listed within your DemonForm's Demon Strike ability.	
7-	MU – <u>Wild Mutation</u> – During combat, you may choose to add an additional 2 Form Points worth of mutations to yourself. When combat finishes, these mutations end, and doing so imposes an effect from the Wild Mutations Chart. Refer to the Marilith's Spell Book. DF – <u>Additional DemonForm</u> – Specify another DemonForm, You may now transform into this form as well.	
8-	MU – Plant Mutation – You may now apply Mutations to the plantlife around you using Mutate Other. DF - <u>DemonForm Powerup</u> – Increase the abilities of one of your specified forms to the next level	
9-	MU – <u>Mutation Blood</u> – If the target of your attack is mutated and has less than half its Max HP remaining, you may add your Power to damage dealt on that target. DF – <u>Additional DemonForm</u> – Specify another DemonForm, You may now transform into this form as well.	
10-	MU – <u>Plant Symbiosis</u> – You now have access to new Mutations that are specifically for mutating the plantlife around you. Refer to the Marilith Spell Book. DF – <u>DemonForm Powerup</u> – Increase the abilities of one of your specified forms to the next level	
11-	MU – <u>Mutation Soul</u> – For every strike on a target's Life Force, the Form Roll to resist mutations increases in Difficulty by 1. DF – <u>DemonForm Powerup</u> – Increase the abilities of one of your specified forms to the next level	
12-	MU – <u>Mutation Mastery</u> – You now have access to the Master Mutations Chart in the Marilith Spell Book. DF – <u>DemonForm Powerup</u> – Increase the abilities of one of your specified forms to the next level	
13-	MU – <u>Mutation Symbiosis</u> – If a target is within 5ft of you, and both you and it are mutated, you may make a Melee Attack with disadvantage. If you hit, 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 amount of strikes on its Life Force, its soul leaves its body as you meld its flesh into yours. You regain all HP, MP, and remove all Strikes on your Life Force. DF – <u>DemonForm Mastery</u> – Choose one of your DemonForms that you have reached Level 5 with. You have access to the Master Skill within that form. If you have not reached Level 5 with any DemonForm, you may choose to rearrange the number of Levels necessary to reach Level 5 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 5.	

----- Passives -----

- Polymorpher – When transforming a target, you may add +2 dice to your Attack Roll; take this twice for +4 dice.
- Varied Outfits – You may take an additional DemonForm Transformation. You must take the DemonForm Path if you take this passive at Level 2, and you must wait until Level 3 to receive this. Take this twice for a second additional DemonForm.
- 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 Mutant Path if you take this passive at Level 2, and you must wait until Level 3 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 DemonForm is also increased by 50%. Take this twice to increase them by 100%.
- Return to Normal – When returning to normal, the Difficulty of your Life Roll is now 6; take this twice for it to be 4
- Plot Fueled Mutations – You may change one of your Mutations at any time for a Plot Point.



Banshee	Spirit and Shadow Paths	Life Attribute
1-	<u>Ghastly Reach</u> – You are able to interact with objects you can see within 15ft of you using a phantom limb. Performing skills with this reach utilizes the Life Attribute. Your limb is invisible unless they can perceive spiritual activity. Your limb collides with solid surfaces and can lift a weight equal to 20lbs X your Strength.	
2-	<u>Ghastly Attack</u> – You can wield a one-handed weapon with your ghastly reach and attack with it within the entire range of your Ghastly Reach. You use the Life Attribute to calculate the Attack Roll of this attack, regardless if your weapon is melee or ranged.	
3-	<u>Spiritual Perception</u> – You now have the ability to perceive what occurs in the spiritual realm. You gain -1 to Difficulty of Perception Rolls pertaining to circumstances involving the Astral Plane and spirits.	
4-	<u>Ghastly Grasp</u> – You may now perform an unarmed attack with your Ghastly Attack. 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 -----		
5-	SR – <u>Spirit Attack</u> – You gain +2 Attack towards attacks made with Ghastly Attack.	
	SH – <u>Sneak Attack</u> – You gain +2 Attack towards targets that are unaware of you.	
6-	SR – <u>Spirit Being</u> - 1's no longer subtract from your successes when Rolling Life in events that may impose Strikes on your Life Force.	
	SH – <u>Shadow Stealth</u> – 1's no longer subtract from your successes when Rolling Finesse to be stealthy.	
7-	SR – <u>Mind Glimpse</u> – Your Ghastly Grasp now gives you the option to delve into the target's mind. Roll an Aura Roll (Dif 7) against a target's Sanity (Dif 7+Strikes). Your GM will tell you your target's thoughts based on the number of successes you achieve. You may do this once per in-game hour.	
	SH – <u>Cunning</u> – You may take a Bonus Action during your turn in combat to go into Stealth or Dash a certain distance equal to your Speed.	
8-	SR – <u>Spirit Form</u> – For 4MP, your character becomes intangible for 1 round. You are immune to all non-magical, non-elemental damage; all grapple check instantly fail; and you may move through walls. You may not make any attacks aside from using your Ghastly Grasp.	
	SH – <u>Shadow Form</u> – For 2MP, 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 Grasp.	
9-	SR – <u>Mind Freeze</u> – 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 – <u>Mind Poison</u> – 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.	
10-	BOTH – <u>Astral Projection</u> – 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 Power. Refer to the Astral Plane section of this book.	
11-	SR – <u>Temporary Possession</u> – While Astral Projecting, you may possess a body that has no spirit in it. Refer to the Astral Plane section of this book.	
	SH – <u>Shadow Drop</u> – For 3MP, you create a 15ft radius sphere from any point you can see within 40ft of you. It stays present for 2 rounds.	
12-	SR – <u>Mechanical Possession</u> – 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 – <u>Shadow Grapple</u> – 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 – <u>Multiple Presences</u> – While Astral Projecting, you may clone your spirit 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 – <u>Shadow Control</u> – When Shadow Grappling, you may control your target completely, moving it as you move its shadow.	

----- Passives -----

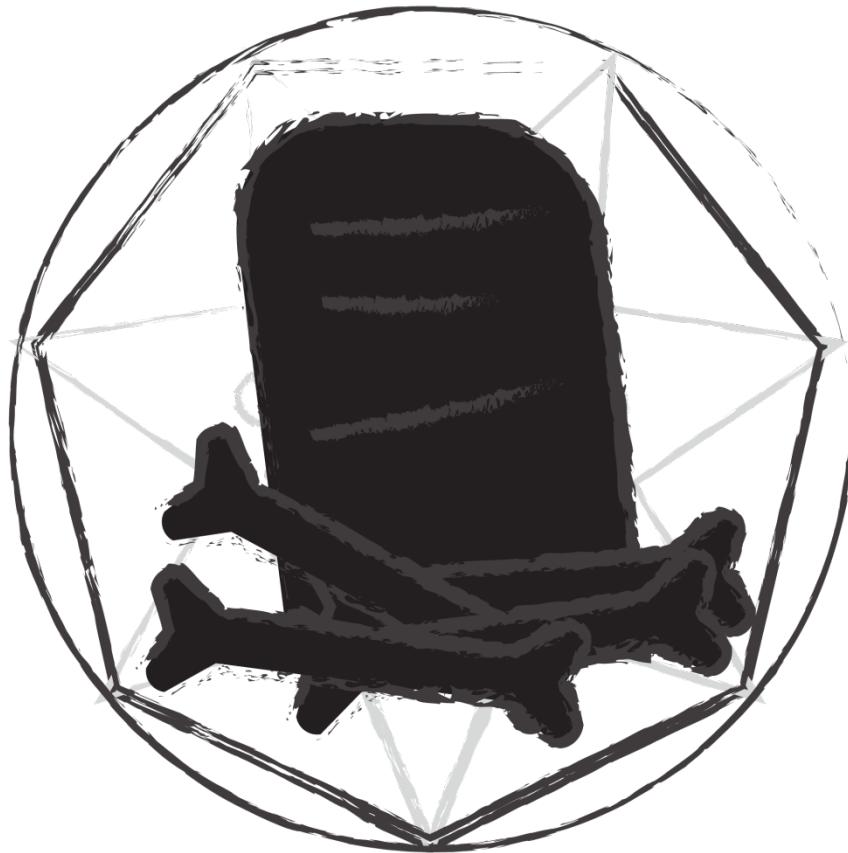
- Haunt – Ignore 1 Defense when using a weapon with Ghastly Attack. Take this twice to apply it to Ghastly Grasp as well.
- Phantom Grasp – All 10's achieved when rolling for a Ghastly Grasp grant an additional Bonus Die
- Ethereal Forms – The MP Cost for Spirit Form is now 3MP per round; Shadow Form 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, 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 Power for every success you achieve, subtracting the successes your target achieves.



Demilich	Vampire and Necromancer Paths	Life Attribute
1-	<u>Drain</u> – For 2MP, your character may perform a Magic Attack that deals magical damage at a Damage Rating of 1.5 at any target s/he can see within 30ft.	
2-	<u>Power Copy</u> – 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 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-	<u>Dark Aura</u> – As a movement action, you may force every enemy within 15ft of you to make an Aura Roll (Dif 7). Every failure achieved this way causes you to recover 2MP. Those that fail lose 2MP.	
-----Paths -----		
4-	VM – <u>Bite</u> – Your fangs are now always pointed. You may choose to bite as an attack. It deals piercing damage with a Damage Rating of 2, and adds your Power to damage dealt. NE – <u>Raise Dead</u> – For 4MP, you may transform a dead or spirit-less body into a zombie or ghoul (respectively). Refer to the Demilich Spell Book.	
5-	VM – <u>Vampire</u> – Once per day, as a full-round action, you may transform into a vampire. Refer to the Demilich Spell Book. NE – <u>Summon Skeletons</u> – As a full-round action, you may summon a number of skeletons equal to your Power. Doing so imposes a strike on your Life Force. Refer to the Demilich Spell Book.	
6-	VM – <u>Blood Draw</u> – When you deal damage with a weapon, you may spend MP up to the amount of damage you dealt. If you do, recover 1HP for every MP you spend this way. NE – <u>Sacrifice Zombie</u> – 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 5x your Power in a 10ft radius from its position.	
7-	VM – <u>Red Aura</u> - As a movement action, you may force every enemy within 15ft of you to make a Life Roll (Dif 7). Every failure achieved this way causes you to recover 2HP. Those that fail lose 2HP. NE – <u>Gray Aura</u> - As a movement action, you may roll a die for every dead corpse that is within 15ft of you. Every 10 you achieve instantly raises the dead corpse as a zombie. You do not get bonus dice for this roll.	
8-	VM – <u>Flight</u> – For 5MP, you sprout bat wings from your back. You may fly for the remainder of your transformation. Refer to the Demilich Spell Book. NE – <u>Undead Machinery</u> – 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 – <u>Blood Drain</u> – When you deal damage with Drain, you recover that much HP. NE – <u>Life Drain</u> – When you deal damage with Drain, 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.	
10-	VM – <u>Blood Magic</u> – You now have access to spell-like abilities that cost HP to use. 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 – <u>Life Bite</u> – When you choose to bite as an attack, you may also choose to negate any and all bonuses from the Attack Roll. If you still deal damage with the attack, you remove a Strike from your Life-Force. The target takes a Strike on their Life Force. NE – <u>Zombifying Drain</u> - When you deal damage with Drain, if the target is brought to OHP 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.	
12-	VM – <u>Vampirism Venom</u> – When you deal damage with Life Bite and the target takes the maximum number of Strikes on its Life Force, the target instantly becomes your Vampire Underling. Refer to the Demilich Spell Book. NE – <u>Undead War Machine</u> – 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 – <u>Ultimate Vampire</u> - You now have access to the Master Vampire abilities in the Demilich Spell Book. NE – <u>Skeletal Goliath</u> – Your Summon Skeletons ability now offers the option to create gigantic monstrous minions. Refer to the Demilich Spell Book.	

----- Passives -----

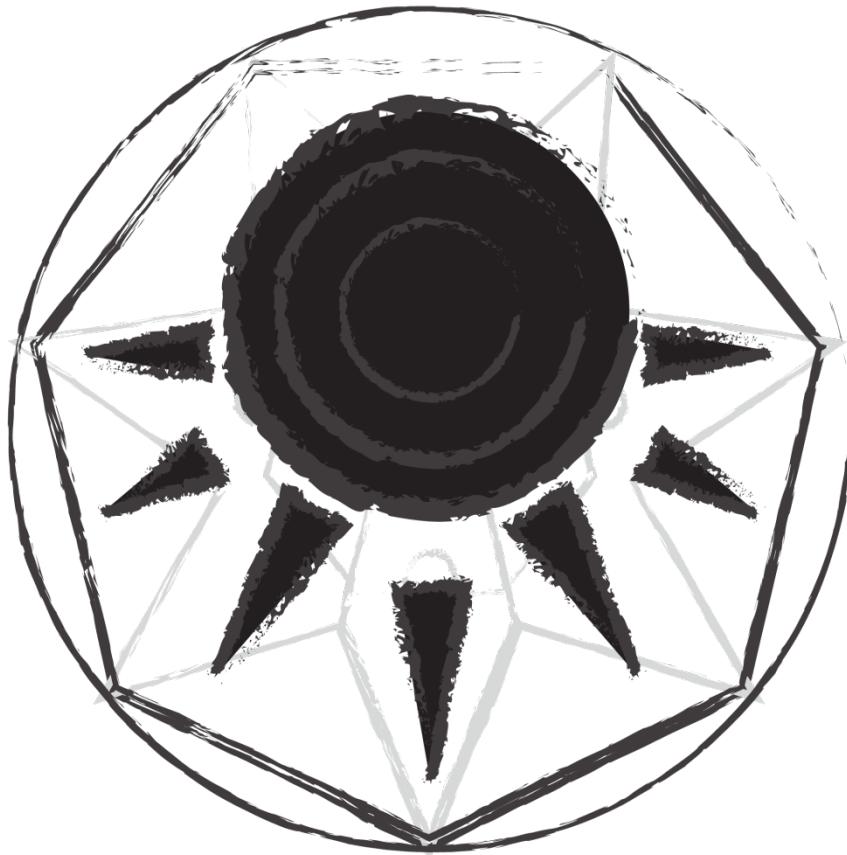
- Potent Drain – Your Drain Ability now has a Damage Rating of 3. Take this twice for a Damage Rating of 5
- Bone Efficiency – When using Summon Skeletons, you may use a number equal to 150% your Power. You must take the Necromancer Path if you take this passive at Level 2, and you must wait until Level 5 to receive this.
- Blood Efficiency – When using Blood Draw, every 2MP spent this way gives you 3HP. You must take the Vampire Path if you take this passive at Level 2, and you must wait until Level 5 to receive this. Take this twice for 4HP.
- Day of the Dead – Your Zombies, Ghouls, Skeletons, Vampire form and Vampire Underlings no longer suffer a penalty from sunlight or UV light. You must wait until Level 4 to receive this.
- Embracing Bite – When using Bite, or when a Zombie or Ghoul attacks, and if you deal damage, you may make a Strength Roll (Dif 7). If you achieve 3 or more successes this way, your target is now grappled.
- Copycat – When using Power Copy, you retain abilities for 5 rounds. Take this twice for 10 rounds
- Green Aura - As a movement action, you may force every enemy within 15ft of you to make a Dexterity Roll (Dif 7). Every two failures achieved this way causes you to gain +5ft Speed until the beginning of your next turn. Those that fail lose 5ft Speed until their next turn.
- Blue Aura - As a movement action, you may force every enemy within 15ft of you to make a Vitality Roll (Dif 7). Every two failures achieved this way causes you to gain +1 Defense until the beginning of your next turn. Those that fail lose 1 Defense until their next turn.
- Auralich – When using Dark Aura, Red Aura, Gray Aura, Green Aura, Blue Aura, or Vampire Aura, you force rolls on every enemy within 25ft. Take this twice for 35ft.



Fallen Angel	Sunshine and Eclipse Paths	Life Attribute
1- <u>Inspire</u> – Once per in-game hour, or once per round of combat, if an ally is within 60ft of you, you may choose to alter an ally's roll. Using a number equal to twice your Demon Level, you may increase the value(s) of the rolled dice by spreading that number across as many dice as you can without running out (Ex: At Demon Level 2, you can increase two of the rolled dice by 2 or one of the rolled dice by 4). You may increase a die to 10, but it will not grant a Bonus Die to the player. You may increase a die past a 1, but the 1 will still subtract a success.		
2- <u>Healing Aura</u> – For 2MP, as a movement action, you may make an Aura Roll (Dif 7). Every success achieved this way causes all allies within 15ft of you to recover 2HP.		
3- <u>Light Speed</u> – During combat, for 3MP, you can perform an extra movement action on your turn. You may do this only once per round.		
-----Paths -----		
4- SU – <u>Purging Light</u> – For 4MP, Roll a Magic Attack. You shoot light in a 50ft cone outwards from your hands, dealing magical damage at a Damage Rating of 2 to all enemy targets. Regardless if damage is dealt, all invisible or hidden objects in the blast area are revealed.		
EC – <u>Hindering Flash</u> – For 4MP, Roll a Magic Attack. You shoot light in a 50ft cone outwards from your hands, dealing magical damage at a Damage Rating of 2 to all enemy targets. Regardless if damage is dealt, all enemies must make a Dexterity Roll (Dif 7) and are blinded if they fail.		
5- BOTH – <u>Healing Touch</u> – Your character can heal a number of HP equal to 5x their Power simply by touching themselves or an 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 Deafness, by spending 5 of these points.		
6- SU – <u>Purging Strike</u> – When a target takes damage from a weapon by you, they must pass an Energy Roll (Dif 7). They lose any and all magical benefits or bonuses for 1 round if they fail.		
EC – <u>Exploiting Strike</u> – Targets that are currently suffering a negative magical effect, or a status effect like Poison or Deafness, take additional magical damage equal to your Power when you deal damage to them with a weapon.		
7- BOTH – <u>Wax and Wane</u> – For 3MP, when you attack a target with a weapon, 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.		
8- SU – <u>Righteousness</u> – For every ally at Max HP in combat, you add half your Power to damage dealt, to a max of 2x your Power.		
EC – <u>Adjudicator</u> – Whenever an Attack of Opportunity happens, you may move 5ft in any direction without provoking an attack of opportunity on yourself.		
9- BOTH – <u>Auto-Life</u> – Once per in-game day, you may remove a strike from your Life Force, or from an ally's Life Force		
10- SU – <u>Ray of Sunshine</u> – So long as the battle is occurring outside, the entire battlefield is covered in radiant light under your control, be it from streetlamps or the sky. You perceive the location of all enemies in the battlefield, regardless if they are hidden or invisible.		
EC – <u>Veil of Eclipse</u> – As long as the battle is occurring outside, the entire battlefield becomes shrouded in dusk. All enemy attack rolls have disadvantage.		
11- SU – <u>Purging Beam</u> – You now have the option to perform the Purging Light skill in a 150ft line, instead of a cone. It now has a Damage Rating of 4.		
EC – <u>Hindering Blast</u> – You now have the option to perform the Hindering Flash skill in a 50ft radius sphere, instead of a cone.		
12- BOTH – <u>Inspired for Greatness</u> – When you use Inspire on an ally, their next roll has Advantage		
13- SU – <u>Pure Light</u> – Once per in-game day, 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 – <u>Pitch Black</u> – Once per in-game day, 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 10).		

----- Passives -----

- Improved Inspire – When you increase a die past a 1, the 1 no longer subtracts a success.
- Healer – Healing Aura now heals 3HP per success. Healing Touch now grants a number of HP equal to 8x your Power. Take this twice to allow Auto-Life to be performed twice per in-game day
- Lunar Pact – You can see clearly in darkness. Also, Ray of Sunshine and Veil of Eclipse can be used inside buildings
- Improved Clarity – Energy Rolls now have Advantage when using Clarity. Take this twice, and items identified this way now become more powerful when you wield them, within the GM's discretion.
- Photons – Purging Light and Hindering Flash now have a Damage Rating equal to your Power; Purging Beam and Hindering Blast now have a Damage Rating equal to twice your Power
- Sun Shield – You may calculate your Defense with the Life Attribute, not the Vitality Attribute
- Clarity – 1's no longer subtract successes from Energy rolls made towards identifying magical objects or spells
- Faster Than Light – You may now calculate Speed with the Life Attribute, instead of the Agility Attribute



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 Power. 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. When you Level Up, you may exchange the spells you have chosen for others.

Name	Description	MP Cost
Prestidigitation	<p>Allows the caster to do minor magical illusions and actions within 60ft of themselves, including, but not limited to:</p> <ul style="list-style-type: none"> - 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
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 mental abilities in a veil. Don't roll a Magic Attack, instead, everyone within a 20ft cone must Roll a Vitality Roll (Dif 8); they suffer a -3 to their Mind Attribute for the next 20 minutes if they fail to reach 3 successes and forget everything that happened for the past 10 minutes.	2
Mood Cloud	<p>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:</p> <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 3x 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 a Magic Attack roll 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 still spend the MP Cost of this spell.	8
Incubus Draft	<p>Touch a drinking glass no larger than 8oz: The vessel fills with a foamy red beer that, when consumed, does your choice of one of the following:</p> <ul style="list-style-type: none"> - Temporarily imposes the Complication "Amorous" onto the consumer for ten minutes, designating you as an attractive character, regardless of gender - Temporarily imposes the Asset "Incredibly Attractive" onto the consumer for ten minutes; this has no effect if the consumer has "Ugly As Sin" <p>This liquid becomes clear in color and loses its effects if not consumed within 3 hours of creation</p>	4
Hex	<p>You may do one of the following immediately to any charmed target, regardless of distance:</p> <ul style="list-style-type: none"> - Deal magical damage to the target equal to your Power - Poison the target - 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 	2
Whisper	<p>You whisper sweet nothings into the ear of a human or humanoid creature within 10ft of you. Don't roll a Magic Attack, instead, the target must Roll a Sanity Roll (Dif 7+Strikes); they suffer one of the following effects if they fail to reach 3 successes:</p> <ul style="list-style-type: none"> - Implant a single word command that the target must complete to the best of its ability. The target can resist this by rolling a Sanity Roll (Dif 7+Strikes) at the beginning of each of their turns - 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 	8

	<ul style="list-style-type: none"> - 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 	
Succubus Form	<p>You grow black Succubus wings, horns, and a tail, on your body. This grants you the following for the next 10 minutes:</p> <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 to Magic Attacks - All 10's achieved for Charisma rolls gain an additional bonus die - You gain +1 to Initiative 	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 2HP 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	3
Passionate Kiss	You blow a kiss at any target you can see within 125ft of you. If you succeed your Magic Attack, the target is now charmed. This does count towards the total number of charmed targets you have.	5
Fiery Kiss	You blow a kiss at any target you can see within 125ft of you. If you succeed your Magic Attack, the target takes fire damage equal to your Power, and half if you fail. There is a 30% chance that the target is lit ablaze. If you choose to use this Spell while you have the target Grappled, the target is instantly lit ablaze.	5
Poison Kiss	You blow a kiss at any target you can see within 125ft of you. If you succeed your Magic Attack, the target is poisoned and takes poison damage equal to your Power. 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, the target suffers -10ft to its Speed for the next 3 rounds and takes cold damage equal to your Power. 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, the target loses all magical bonuses it has gained at that moment.	5
Soothing Kiss	You blow a kiss at any target you can see within 125ft of you. That target regains HP equal to your Power.	4
Sleepy Kiss	You blow a kiss at any target you can see within 125ft of you. If you succeed your Magic Attack, 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.	4
Perfect Kiss	You blow a kiss at any target you can see within 125ft of you. If you succeed your Magic Attack, the target takes magic damage equal to 2x your Power. 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.	7

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 as well. When you reach Level 11, you may start choosing from the Third List as well. 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, the target takes magic damage equal to your Power.	2
Color Spray	Choose one of the seven elements. You shoot energy at every target within a 35ft line. If you succeed your Magic Attack, the target takes damage of your chosen element equal to your Power. You may choose a different element each time you cast this spell.	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	2
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.	3
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 4x your Power.	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 nutrition for any who eat 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

Beast Sense	Touch an animal: you can now see and hear whatever that animal can for the next hour	2
Sterilize	Touch a target: you, whoever, or whatever you touch, is now clean of anything and everything that would be considered filth, or a traceable element like a fingerprint or smell. The person or object is completely sterile.	2
Cure	Touch a target: you, or whoever you touch, instantly regains HP equal to your Power	2
Loan Energy	Touch a target other than yourself: whoever you touch instantly regains 3 MP. You may remove 3MP once from them at any time within the next 24 hours if they are within 120ft of you.	3
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	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 half 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 2 successes.	4
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 may ignore up to 5 points of damage from that attack. The armor is broken once you ignore 15 points in total, or if 5 minutes pass.	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	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: <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 	2

== Second List == Every spell from this list requires 2 Spell Points		
Name	Description	MP Cost
Witch's Assault	You shoot energy at any target you can see within 70ft. If you succeed your Magic Attack, the target takes magic damage equal to 2x your Power.	5
Chromatic Blast	Choose one of the seven elements. You shoot energy at every target within a 35ft. If you succeed your Magic Attack, the target takes damage of your chosen element equal to 2x your Power. You may choose a different element each time you cast this spell.	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	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	5
Divination	Using magical energy to heighten your senses, you are shown one of the following: <ul style="list-style-type: none"> - 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 	5

	<p>- An answer to a Yes or No question, within the GM's discretion (you will simply hear "Maybe" if the question is too detailed or important)</p> <p>You may not use the same option, more than once every in-game hour</p>	
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.	4
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, 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 50ft radius of that point for the next 2 minutes	8
Curse	<p>You shoot energy at a target within 35ft. If you succeed your Magic Attack, the target suffers one of the following for the next 3 rounds:</p> <ul style="list-style-type: none"> - 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 	4
Potent Cure	Touch a target: you, or whoever you touch, instantly regains HP equal to 2x your Power	4
Blast Cure	You shoot energy at any target you can see within 70ft. This spell makes that target regain HP equal to 2x your Power	7
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 while that target's soul is still within their body.	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 3x your Power if they fail. They take half that if they succeed. There is a 30% chance that 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 2x your Power 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.	9
Flash Freeze	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 2x your Power 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.	9
Quagmire	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 2x your Power 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.	9
Tar Torrent	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 2x your Power if they fail. They take half that and are not restrained if they succeed. All who enter these squares must Roll an Athleticsism Roll (Dif 8); they become restrained if they fail.	9
Deluge	You clap your hands and, suddenly, all sources of water within 100ft of you rupture and spray outwards 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 2x your Power if they fail. They take half that if they succeed. All squares and targets within the blast range of this spell are now drenched.	9
Entangle	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 2x your Power if they fail. They are not restrained, but still take full damage if they succeed.	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 magic damage equal to 4x your Power.	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 magic damage equal to 4x your Power if they fail. They take half that if they succeed.	20
Horror	Don't roll a Magic Attack, instead, target(s) must Roll a Sanity Roll (Dif 7+Strikes); they take the maximum number of strikes to their Sanity if they fail.	15
Omnipotent Cure	Touch a target: you, or whoever you touch, instantly regains HP equal to 4x your Power	10
Radiant Cure	You shoot energy at every target you can see within 70ft. This spell makes the targets regain HP equal to 2x 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.	12
True Revival	If someone has died by being brought down to OHP 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(s) within 40ft of you must Roll a Life Roll (Dif 7+Strikes); they take strike to their Sanity that does not count towards their maximum if they fail. Instead, this strike goes on the bottom of their list of Strikes and counts as "your strike" against him/her. As long as that person has that strike, and you address that person by his/her name, you can issue a command that they must obey to the best of their ability.	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.	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 and/or Life Force as you do so. You may only cast this spell once per in-game day and any and all strike upon your Sanity and Life Force must be removed before you can cast it 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, 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.
3	The spell you just cast is no longer prepared. You must wait until you rest to re-prepare a spell with those Spell Points.
4	Flip a coin: if heads, the ground within a 10ft radius of your spell's target becomes a quicksand-like terrain. If tails, the ground within a 10ft 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.
7	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 have Advantage, and all Charisma Rolls made against you have Disadvantage.
8	All magic damage you take is doubled for the next round. If you are not in battle, you take double magic damage for the next minute.
9	The next attack you take deals twice as much damage to you.
10	You regain MP equal to your Power

Marilith Spell Book

Mutations

Use the following lists to view mutations and their effects. Spend a number of points equal to your Form among the Positive Mutations. When you need to change a Mutation, you may change more than one to get a mutation with a higher Form Cost. When applied to someone other than yourself, the mutations last for a number of rounds equal to your Power.

== Positive Mutations ==			
Name	Description	Form Cost	MP Cost
Fluid Attribute	Increase one of your Core Attributes by 1. Do not affect your Source Attributes or your Tertiary Attributes when you do this.	1	2
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
Demonic Presence	Your eyes turn a bright red as magical energy becomes more apparent to you. All Energy Rolls have Advantage	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
Claws	Your nails turn into hardened, pointed claws. Unarmed Melee Attacks now have a Damage Rating of 2 and add half your Power to damage dealt.	2	3
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
Spider Fingers	Your hands form gripping hairs along their palms and fingertips. You have Advantage on all Athletics Rolls made towards climbing	2	3
Second Heart	You grow a second heart that beats in tandem with your first. 1's no longer subtract from Life Rolls towards 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
Jellicle Cat	Your muscles firm up around your calves and thighs, giving them a feline athletic build. You add +5 to your Speed	2	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.	2	4
Thermal Vision	Your eyes transform into those of a snake. You can see heat signatures up to 40ft away, even though walls.	3	4
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
Fangs	As a Melee Attack, you now have the option to bite a target. Bites have a Damage Rating of 2, add your Power to damage dealt, and poison the target if they fail a Vitality Roll (Dif 8)	4	5

== Negative Mutations ==		
Name	Description	MP Cost
Mute	Seals the target's lips together, making 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 a Vitality Roll (Dif 8)	3
Festering Odor	Causes the target to start to stink profusely. The target, and anyone within 30ft of him/her, must succeed a Vitality Roll (Dif 6) or become poisoned.	4
Sudden Weight Gain	Multiplies the amount of body fat on a target by 300%. The target's Agility becomes 1 until the mutation ends.	4

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. 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 a sporadic and random display. Your GM will determine what occurs, based off of 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 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 it fails a Sanity Roll (Dif 7+Strikes). This occurs at the beginning of each of its turns until the mutation ends.	8
Body to Ooze	Transforms a solid body into a blob of transparent, green, viscous liquid. The target has disadvantage on all rolls and cannot jump, leap, or otherwise climb off of the surface s/he is on. All Armor currently worn by the target is unequipped.	8
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.	8

== Plant Symbiosis ==		
Name	Description	MP Cost
Plant Perception	Choose a plant within 50ft of you. You can see, hear, smell, and touch, whatever you could from this plant's perception.	1
Extreme Growth	You cause a plant within 50ft of you to grow rapidly. The plant immediately becomes one size larger than it is.	3
Tentacle Strike	You cause a plant within 50ft of you to grow two vine-like tentacles, swinging at any target within 15ft of the plant you choose on your turn. Each tentacle deals Nature damage equal to half your Power, and attacks with your Melee Attack Score.	4
Acid 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 Poison damage equal to 2x 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 and suffer one of the following effects: <ul style="list-style-type: none"> - They fall asleep if they fail a Vitality Roll (Dif 8) - They suffer a Negative Mutation of your choice if they fail a Form 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 Sanity Roll (Dif 7+Strikes) They take half that and suffer no effects if they succeed.	6
Form of Tree	You can transform 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. 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 anywhere on the tree, including its roots.	5
Form of Vines	You can transform 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 make a Grapple Roll against any target within 5ft of you. 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	5

	roots.	
Form of Moss	You can transform 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 into a mass of mushrooms that is the same size as your character. Additionally, you can meld your body into any other preexisting mass of mushrooms. 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 your Power if the target fails 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	Form 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 allows access to areas unavailable when you were too big to fit. Also, Ranged Attacks directed at you have Disadvantage.	4	10
Grow	You increase in size by 50%. This new large form allows access to areas unavailable when you were too small to access. Also, Melee Attacks directed at you have Disadvantage.	4	10
Multiply Arms	You grow an extra set of 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.	6	15
Shapeshift	A tattoo of an object appears on your back. At will, you assume the shape of that everyday 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 and Lightning.	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	Your effective Form for your Mutations Skill for the rest of the in-game day is 1.
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

DemonForms

DemonForms grants attribute bonuses when you transform into them, as well as unique abilities. You gain additional abilities as you acquire the DemonForm Powerup skills from your Demonic Path. You retain all the abilities from the previous levels. When you transform back into a human from one of these forms, you must make a Life Roll (Dif 8). Failing this roll 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 superb defense				
Max HP	Speed	Defense	Attack	Initiative
+10	+0	+1	+1	+0
Level	Abilities			
1	<ul style="list-style-type: none"> - This form widens your stance, making you take up more space. You are now Large in size, taking up 10ftX10ft - 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 Damage Rating of 2 and each leg can strike a different target - Your exoskeleton ignores Slashing, Piercing, Bludgeoning, Earth, and Lightning damage equal to half your Power every time you are attacked, but takes double damage from Fire and Nature 			
2	<ul style="list-style-type: none"> - Instead of attacking with your legs, you may choose to attack with a bite. This is a melee attack that has a Damage Rating of 2 and adds poison damage equal to your Power. This attack also leaves the target poisoned if they fail a Vitality Roll (Dif 8) 			
3	<ul style="list-style-type: none"> - You may perform two additional leg attacks, targeting a different target with each if you wish - Your body ignores Slashing, Piercing, and Bludgeoning damage equal to your Power every time you are attacked 			
4	<ul style="list-style-type: none"> - You may attack an additional time with your equipped weapons on your attack action 			
5	<ul style="list-style-type: none"> - You may attack three times with your legs and your legs now have a Damage Rating of 3 - Your exoskeleton now also ignores Ballistic damage 			
Demon Strike	You shoot thick webbing out of your fangs; 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 2x your Power if they fail. They take half that and are not restrained if they succeed.			
Mastery	<ul style="list-style-type: none"> - When using your Demon Strike, you now choose a spot you can see within 100ft. It now covers a 25ftX25ft area in webbing; targets take poison damage equal to 3x your Power on a failed roll, and roll against a Difficulty of 9. - When you attack with a bite, it has a Damage Rating of 3, and you regain HP equal to 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 			

== Naga ==				
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.				
Max HP	Speed	Defense	Attack	Initiative
+10	+5	+1	+1	+2
Level	Abilities			
1	<ul style="list-style-type: none"> - You can lunge forward in a straight line up to 10ft as a bonus action if it is to 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 a melee attack that has a Damage Rating of 3 and adds poison damage equal to your Power. This attack also leaves the target poisoned if they fail a Vitality Roll (Dif 8) - You add +1 to Finesse Rolls towards Stealth - You add +1 to Athletics Rolls towards Grappling 			
2	<ul style="list-style-type: none"> - You gain +1 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 			
3	<ul style="list-style-type: none"> - You can now lunge forward up to 15ft as a bonus action if it is to perform a melee attack immediately after - Whenever you Grapple a target, they are completely restrained and cannot take any actions other than attempting to break free 			
4	<ul style="list-style-type: none"> - You add +2 to Finesse Rolls towards Stealth. Additionally, all Perception Rolls towards detecting you have Disadvantage 			

	- All Athletics Rolls towards breaking free from your Grapple have Disadvantage. Additionally, you deal double damage when constricting a grappled target	
5	- You now add +2 to all Attacks towards unaware targets - Your bite now has a Damage Rating of 4 - You can perform your lunge as a bonus action at any time, for any reason, but only once per round	
Demon Strike	You spray a thin stream of potent venom from your fangs. Choose a target you can see within 75ft. If you succeed a Ranged Attack, the target takes poison damage equal to 2x your Power. This attack also leaves the target poisoned if they fail a Vitality Roll (Dif 8)	MP Cost 2
Mastery	- You now see thermal signatures up to 120ft away, even through walls - You may lunge twice per round - When using your Demon Strike, you may choose to shoot flammable venom instead of poison. If you do, choose a target you can see within 75ft. If you succeed a Ranged Attack, the target takes fire damage equal to 4x your Power.	

== Slime ==				
	Max HP	Speed	Defense	Attack
Level	Abilities			
1	<ul style="list-style-type: none"> - Your liquid body ignores Slashing, Piercing, Bludgeoning, Fire, Earth, and Nature damage equal to your Power every time you are attacked, but takes double 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. - Your form is a malleable 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. You will visually appear as the object, but you will still be a liquid to the touch if you do this. 			
2	<ul style="list-style-type: none"> - When you go prone, you may choose to lay 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 gain no bonus from armor while you are like this, but you can attempt to grapple any targets that move into, or are in, this area. Additionally, all physical damage you take is reduced to 25%, all attacks towards you have Disadvantage, and all Rolls you make to dodge damage automatically fail. 			
3	<ul style="list-style-type: none"> - All Melee Attacks gain +5ft of Reach - Instead of attacking with your weapons, you may choose to attack by shooting a glob of slime outwards. You can only attack targets in a 70ft straight line that you can see. You can attack as many times as you're allowed to attack with weapons. This is a Ranged Attack that has a Damage Rating of 2 and adds earth damage equal to your Power. 			
4	<ul style="list-style-type: none"> - When you lay completely flat, all Rolls to dodge no longer automatically fail, and you may now cover a 15ftX15ft area if you choose - When Reaching with Melee Attacks, you may add +1 to your Attack Rolls - You may now increase or decrease the viscosity your body to an almost solid, or almost purely water-like, state. When you harden yourself, you cannot move or take any actions, but add +3 to your Defense. When you dilute yourself, you lose all damage-ignoring benefits of this DemonForm, but you add +15 Speed and +2 Initiative 			
5	<ul style="list-style-type: none"> - When you lay completely flat, all attacks towards you have Double Disadvantage - You may now attack targets in a 120ft line when you attack with globs of slime, and attack one additional time. - When you attack with globs of slime, you may attack one additional time 			
Demon Strike	You spray out a large torrent of thick slime in either a 40ft line or a 20ft 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 2x your Power if they fail. They take half that and are not restrained if they succeed. If you are lying flat, you may spray this in either a 20ft line directly upwards or outwards, not a cone.			
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 with globs of slime, you may have your globs travel along the floor instead of fly through the air. If you do this, they can attack any target up to 100ft away, even around corners. - You now ignore Slashing, Piercing, Bludgeoning, Fire, Earth, and Nature damage equal to 2x your Power every time you are attacked - You may now wrap your liquid body around an ally, coating their hominid shape with yours. If you do, you cannot move, but you move as your host does, and you may also attack normally. All physical damage your host takes is reduced to 25%. 			

== 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.

Max HP	Speed	Defense	Attack	Initiative
+5	+10	+0	+0	+2
Level	Abilities			
1	<ul style="list-style-type: none"> - Upon transformation, you recalculate your Initiative by rerolling and moving your turn order. You complete this turn where you are in the Initiative Order and, once the next round begins, your turn occurs in its new slot - Your form allows for a 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 a melee attack that has a Damage Rating of 2 and adds bludgeoning damage equal to your Power. This attack also knocks the target backwards 10ft if they fail a Strength Roll (Dif 8). You cannot move if you choose to do this. - You add +1 to Agility Rolls towards reflexes 			
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 - 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 a melee attack that has a Damage Rating of 3 and adds bludgeoning damage equal to your Power and knocks the target prone if they fail a Strength Roll (Dif 8). Your character stops in front of the target if they succeed. 			
3	<ul style="list-style-type: none"> - 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). Your successes become the Defense that the incoming Attack must be calculated against. This can only be used against one attack. - You may now attack with a kick as well as attack with your weapons during your attack action - Your kicks now knock targets backwards 15ft 			
4	<ul style="list-style-type: none"> - Your trample attack now has a Damage Rating of 4. - You may calculate your Defense with your Agility Attribute if you wish 			
5	<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 knock targets backwards 20ft - 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 			
Demon Strike	<p>You stomp your hooves on the ground, creating a powerful earth-shattering quake in a 20ft 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 Power if they fail. They take half that and are not prone if they succeed.</p>			
Mastery	<ul style="list-style-type: none"> - 1's no longer subtract from successes from any Agility Rolls - You are no longer hindered by any difficult terrain - Your kicks now have a Damage Rating of 3 and knock targets backwards 25ft - Your trample attacks now have a Damage Rating of 5 and add bludgeoning damage equal to 2x your Power - 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 			

== 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.

Max HP	Speed	Defense	Attack	Initiative
+10	+0	+0	+1	+1
Level	Abilities			
1	<ul style="list-style-type: none"> - You can now breathe underwater, and 1's no longer subtract from your successes when Rolling to Swim - Your amphibious body ignores Fire, Earth, and Water damage equal to your Power every time you are attacked, but takes double damage from Lightning and Nature - When you are swimming, you add +10 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, 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 Ranged Attack that has a Damage Rating of 1 and adds water damage equal to your Power. It leaves the target drenched afterwards if it hits. Once you do this, you must ingest a gallon of water from a water source (this is a free action) before you can do it again. 			

3	- When you are swimming, you now add +2 to your Defense instead of +1, and add +2 to your Initiative. - For a Plot Point, you may choose to recalculate your Initiative, but you may only do this once per battle, and only when you initially transform.	
4	- When you attack with your stream of water, you may spend 2 MP to refill your body with the water needed to perform the attack again - When you are swimming, you now add your bonuses when you are carrying or assisting another to swim	
5	- When you are swimming, you now add +2 to your Attack instead of +1, and +15 to your Speed, instead of +10. - When attacking a target that is drenched, your attacks ignore any Armor your target is wearing, and have Advantage	
Demon Strike	You can magically move water that exists on the battlefield. You may move up to 15ft ³ of water (112 gallons) that you can see, that is exposed, and that is up to 100ft away. You may move it a distance equal to your Magic 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 water damage equal to 2x your Power if they fail. They take half that if they succeed. They are drenched afterwards, regardless.	MP Cost 3
Mastery	- Your amphibious body ignores Fire, Earth, and Water damage equal to 2x your Power every time you are attacked - When you are swimming, you now add +3 to your Attacks and Defense, and all attacks add water damage equal to your Power - When you attack with your stream of water, you may attack any target you can see up to 100ft away, and deal damage equal to 2x your power. - You may now use your Demon Strike to manipulate objects in a body of water, as well as the body of water itself. All targets are immediately Grappled, and take water damage equal to your Power 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.				
Max HP	Speed	Defense	Attack	Initiative
+10	+0	+0	+0	+1
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 a Vitality Roll (Dif 8). You automatically start falling if petrified, restrained, stunned, or frozen. - You can perform an additional Unarmed Melee Attack with one of your legs on your attack action if you are performing a Melee Attack. They have a Damage Rating of 2 and must strike the same target. You may choose to do this when swooping down at a target during mid-flight - You take double damage from Poison and Earth 			
	<ul style="list-style-type: none"> - When flying, you add +10 to your Speed and +1 to your Defense, as well as add slashing damage equal to your Power when you hit a target with your talons - 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. This can be performed in addition to the normal attacks you get on your attack action, so long as you never have weapons equipped this turn. 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 Power if they fail. They take none of that and are not prone if they succeed. 			
2	<ul style="list-style-type: none"> - When flying, you now add +15 to your Speed, +1 to your Attacks, and +2 to your Initiative. When damaged, you start falling if you fail a Vitality Roll (Dif 7) - For a Plot Point, you may choose to recalculate your Initiative, but you may only do this once per battle, and only when you initially transform. - 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. 			
	<ul style="list-style-type: none"> - 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 - When flying, you now add +20 to your Speed and +2 to your Defense so long as you are not carrying or assisting anyone, and you are not encumbered. - Your gust of wind now effects a 40ft cone and moves targets 5ft backwards for every success fewer than 3 			
3	<ul style="list-style-type: none"> - When flying, you now add +30 to your Speed and +3 to your Attack so long as you are not carrying or assisting anyone, and you are not encumbered. Also, All attacks towards you have Disadvantage. When damaged, you start falling if you fail a Vitality Roll (Dif 6) 			

	<ul style="list-style-type: none"> - When flying and carrying someone, you may add +10 to your Speed - When attacking with your talons, you add slashing damage equal to your Power regardless if you are flying or not - When flying, you may perform a third Unarmed Melee Attack with your talons on your attack action. This can strike a different target if you choose - 1's no longer subtract from your successes when rolling Vitality after being damaged during flight 	
Demon 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 2x your Power if they fail. They take half that and are knocked prone if they succeed.	MP Cost 3
Mastery	<ul style="list-style-type: none"> - When flying, you now add +60 to your Speed and +4 to your Initiative - You retain all your bonuses when flying, regardless if you are carrying something, or someone, or not - When flying, all your attacks have advantage - You no longer need to make a Vitality Roll during flight; you can never be knocked out of the sky, unless petrified, restrained, stunned, or frozen. - When attacking with your talons, you add slashing damage equal to 2x your Power when not flying, and 3x when you are - When flying, you may perform a fourth Unarmed Melee Attack with your talons on your attack action. This can strike a different target if you choose 	

== 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.

	Max HP	Speed	Defense	Attack	Initiative
	+0	+5	+0	+2	+1
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 have a Damage Rating of 2. 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. Your fangs have a Damage Rating of 2 and add piercing damage equal to your Power. - 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, if you hit, you can choose to perform a Grapple Roll in addition to dealing 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 - You gain Advantage on all Agility Rolls, and all Athletics Rolls, while in this form 				
3	<ul style="list-style-type: none"> - Your claws and fangs now have a Damage Rating of 3 - 1's no longer subtract from your successes when rolling Aura towards Intimidation - 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 				
4	<ul style="list-style-type: none"> - You may perform four attacks with your claws on your attack action if you have no weapons equipped. 				
5	<ul style="list-style-type: none"> - Your fangs now have a Damage Rating of 4 and ignore Armor - So long as you damage someone every round from the beginning of your transformation, you regain HP equal to your Power at the end of your turn. This ability stops as soon as you fail to damage a target on your turn. 				
Demon Strike	For one round, you go into a primal frenzy. During this frenzy, you attack targets at a Difficulty of 6. All claw attacks add additional slashing damage equal to your Power, on top of what is already added. All bite attacks add additional piercing damage equal to your Power, on top of what is already added, and you recover HP equal to your Power on a successful hit with your bites. You may choose to pay the MP Cost again to maintain your frenzy each round.				
Mastery	<ul style="list-style-type: none"> - Your claws and fangs now have a Damage Rating of 4, and add additional slashing damage equal to your Power, on top of what is already added. - Your claws and fangs now ignore Armor - When you have a target Grappled, your ignore all Defense the target has - When frenzied, you add +10 to your Speed and +1 to your Attacks. When you deal damage with a bite, you recover HP equal to 2x your Power. 				

== 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.

	Max HP	Speed	Defense	Attack	Initiative	
	+25	+0	+2	+1	+0	
Level	Abilities					
1	<ul style="list-style-type: none"> - Your plant-like body ignores Water, Poison, and Nature damage equal to your Power every time you are attacked, but takes double damage from Fire and Ice - You can perform an additional Unarmed Melee Attack with one of your tentacles on your attack action. They have a Damage Rating of 1 and have a reach of 20ft. - 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 Armor 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 two tentacles with which you can attack with on your attack action. They can attack the same target, or separate targets. - 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 back to a human form. While rooted, you cannot be shoved or moved, and you regain HP equal to half your Power every round, which is doubled if there is any water within 20ft of your position. 					
3	<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 make a Grapple Roll at any target with the range of your tentacles or your roots. If you are rooted, your roots expose themselves to do this. With your tentacles, your target takes Nature damage equal to your Power every round they are grappled. With your roots, your target takes Nature damage equal to half your Power, and you 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. - If you are rooted, you may still attack with your tentacles while your barrier is raised 					
4	<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 Ranged Attack. Choose a target you can see within 100ft. If you succeed a Ranged Attack, the target takes Nature damage equal to 2x your Power. - If you are rooted, you regain MP equal to half your Power every round 					
5	<ul style="list-style-type: none"> - You now have five tentacles with which to attack with on your attack action, and they have a range of 35ft - While rooted, as a free action, you may move a total of 5ft on your turn 					
Demon Strike	<p>You launch a seed pod from one of your tentacles outward in any direction from the tip. Choose a target within an 80ft line from any spot your tentacles can reach. The seed pod explodes on contact, releasing a pink cloud of spores. The target uses its next movement action in a manner of your choosing if they fail a Sanity Roll (Dif 7+Strikes)</p>					MP Cost 2
Mastery	<ul style="list-style-type: none"> - You now have six tentacles with which to attack with on your attack action, and they have a range of 45ft - 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 a total of 10ft, instead of 5ft - Your Demon Strike may now strike a target within 200ft - Your barrier provides a +3 Armor bonus, instead of +2 - You can perform all the Plant Symbiosis mutations from the Marilith Spell Book 					

Demilich Spell Book

Vampire Form

Your Vampire Form grants attribute bonuses when you transform into it, as well as unique abilities. You gain additional abilities at Level 8 and at Level 13. You retain all the abilities from the previous levels. Your transformation lasts a maximum of 10 Minutes, forcing you to revert after, unless you bite a target.

== Vampire Form ==					
	Max HP	Speed	Defense	Attack	Initiative
Level	Abilities				
5	<ul style="list-style-type: none"> - You may attack with your weapons, and with a bite attack, on your attack action - Your bite attack now has a Damage Rating of 3 while in this form - Ranged Attacks aimed at you have Disadvantage, unless made with a wooden piercing weapon - You are immune to all Poison Damage - Vampire Aura - As a movement action, you may force every enemy within 15ft of you to make a Mind Roll (Dif 7). Every target that fails suffers -1 to Attacks and Defense for 2 rounds. - Every time you deal damage to a target with a bite while in this form, you may stay transformed for another 2 Minutes - You take double damage from all Fire damage, Piercing damage from wooden weapons, and magical damage delivered through a Fallen Angel's Demon Skills - When you transform, you may reroll your position in Initiative - You take 2 damage every round when standing in running water, or when in a space illuminated by sunlight, UV light, or magical light 				
8 (Flight)	<ul style="list-style-type: none"> - For 5MP, 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 40ft if you are carrying or assisting anyone, or you are encumbered. - While flying, all attacks aimed at you have Disadvantage - 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. 				
13 (Mastery)	<ul style="list-style-type: none"> - You may now attack twice with your weapons, as well as perform a bite attack, on your attack action - When you deal damage with a bite, you automatically succeed a Grapple - Your bite now has a Damage Rating of 4, and you add 2x your Power to damage dealt - If you have created a Vampire Underling, you may teleport him/her to your side for 6MP, regardless of where s/he is - Once during your transformation, you may choose to automatically succeed a roll. Roll a single die; that is how many successes you achieve 				

Blood Magic

The following abilities become available to you at Level 10 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. You let loose a ½ cup of blood, 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.	1
Coat	Coating your weapon in a layer of your blood adds your Power 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.	2
Splash	Throwing a handful of your blood at a target's face blinds and deafens them. If you succeed your Magic Attack, the target is blinded and deafened.	2
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: <ul style="list-style-type: none"> - 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 	4

	that your mark is on to instantly take damage equal to 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.	
Craft	You take your blood and solidify it into a usable melee weapon. Choose any melee weapon with a Damage Rating of 3 or less from the Equipment section of this book. Roll Magic Attacks when using it. The weapon disappears after it is used for 3 attacks, or if it is dropped.	4
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, the target takes damage equal to 2x your Power. You can perform this as many times as you can attack with your weapons or spells for one HP Cost.	6
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 2x your Power if they fail. 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 2x 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 Armor 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
+0	+0	+1	+1	+2
Abilities				
- Upon becoming a Vampire Underling for the first time, they remove a Strike on their Life Force (leaving them with 2 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	- His/her bite attack has a Damage Rating of 2	- 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 Sanity Roll (Dif 7+Strikes). 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				

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	1	Equal to your Melee Atk	Same Turn as You
Abilities				
- Zombies attack with Bites: Damage Rating = 2; 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 2x your Power	

== 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 3x your Power 				
== Skeletons ==				
Max HP	Speed	Defense	Attack	Initiative
Equal to 2x your Power	30	2	Equal to your Melee Atk	Same Turn as You
Abilities				
<ul style="list-style-type: none"> - Skeletons attack with bone clubs: Damage Rating = 2; Attacks have Advantage - Skeletons are immune to all Poison Damage - Skeletons take 2 damage every round when in a space illuminated by sunlight, UV light, or magical light - Skeletons turn to dust after a number of minutes equal to 2x your Power 				
== Skeletal Minutemen ==				
Max HP	Speed	Defense	Attack	Initiative
Equal to 2x your Power	30	2	Equal to your Ranged Atk	Same Turn as You
Abilities				
<ul style="list-style-type: none"> - Skeletal Minutemen attack with muskets: Damage Rating = 3; 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 take 2 damage every round when in a space illuminated by sunlight, UV light, or magical light - Skeletal Minutemen turn to dust after a number of minutes equal to 2x your Power 				
== Skeletal Goliath ==				
Max HP	Speed	Defense	Attack	Initiative
Equal to 4x your Power	35	4	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: Damage Rating = 6; Reach of 10ft; Attacks have Double Advantage - Skeletal Goliaths are immune to all Poison Damage - Skeletal Goliaths take 2 damage every round when in a space illuminated by sunlight, UV light, or magical light - 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 4, 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 - Weapons with a Damage Rating that has a decimal point always round up with odd-numbered success outcomes.

== Melee Weapons ==				
Name	Damage Rating	Attributes		Average Cost
<i>Unarmed Strike</i>	0.5	<i>This is to show the damage done when punching or kicking a target without any weapon or martial arts experience</i>		-
Switchblade	0.5	Concealable		\$20
Dagger	1	Throw(25ft/50ft)		\$60
Sai / Kunai	1	Martial		\$105
Brass Knuckles	1	Martial		\$30
Punching Dagger	1.5	Martial		\$85
Stunner	0.5	Charge(20), Paralyzing		\$155
Quarterstaff / Long Pipe	1.5	Large, Martial		\$15
Full Staff	2	Heavy, Large, Martial		\$30
Javelin / Wooden Stake	1.5	Large, Thrown(30ft/90ft)		\$25
Short Spear	1.5	Large, Reach		\$60
Long Spear / Lance	3	Far Reach, Heavy, Large		\$80
Halberd / Glaive	2.5	Heavy, Large, Reach		\$200
Hatchet	1	Throw(20ft/40ft)		\$35
One Handed Axe	2	-		\$70
Two Handed Axe	3	Large		\$90
Pick / Spire	1.5	-		\$30
Pickaxe	2	Large, Heavy		\$100
Club / Wooden Bat	1.5	-		\$20
Spiked Club / Board with Nails	2	-		\$45
Nightstick / Metal Bat	2	-		\$40
One Handed Sledgehammer	1.5	Heavy		\$20
Two Handed Sledgehammer	3	Heavy, Large		\$25
Giant Hammer	3.5	Heavy, Large		\$100
Machete / Cleaver	1.5	-		\$25
Short Sword	2	-		\$150
Long Sword	3	Large		\$200
Great Sword	4	Large		\$250
Bastard Sword	4.5	Heavy, Large		\$310
Nunchucks	1.5	Martial		\$35
Whip	1	Far Reach		\$25
Chain	1.5	Far Reach, Large		\$15
Chainsaw	5	Ammo(Gasoline), Consumption(3), Heavy, Large, Loading, Special(this weapon holds 15 units of ammo, internally, but can also have a Linked magazine)		\$120
Flail	1.5	Reach		\$100
Extended Flail	1.5	Far Reach, Large		\$115

== Ranged Weapons ==				
Name	Damage Rating	Magazine	Attributes	Average Cost
Pistol Whip	1	-	<i>This is to show the damage done when striking a target with any ranged weapon like a club</i>	-
Short Bow	1.5	n/a	Ammo(Arrow), Large, Range(80ft/320ft)	\$55
Long Bow	2	n/a	Ammo(Arrow), Large, Range(150ft/600ft)	\$70
Composite Bow	2.5	n/a	Ammo(Arrow), Heavy, Large, Range(100ft/400ft)	\$400
Light Crossbow	2	1 int Sin	Ammo(Bolt), Large, Loading, Range(75ft/225ft)	\$320
Heavy Crossbow	3	1 int Sin	Ammo(Bolt), Heavy, Large, Loading, Range(100ft/300ft)	\$1000
Hand Crossbow	1.5	1 int Sin	Ammo(Bolt), Loading, Range(40ft/120ft)	\$1000
Slingshot	1	n/a	Ammo(Improvised), Range(30ft/60ft)	\$25
BB Handgun	0.5	20 box S	Ammo(6mm BB), Range(20ft/60ft)	\$40

BB Rifle	1	70 box S/A	Ammo(6mm BB), Large, Range(35ft/105ft)	\$90
Tazer	0.5	1 int Sin	Ammo(Tazer), Range(20ft/20ft), Paralyzing	\$650
Net Launcher	0	1 int Sin	Ammo(Net Cartridge), Entangling, Large, Loading, Range(35ft/70ft)	\$175
Flamethrower	3	40 int Sin	Ammo(Gasoline), Consumption(10), Heavy, Large, Loading, Range(25ft/25ft)	\$1250
Fragmentation Grenade	4	n/a	Blast(15ft), Throw(30ft/60ft)	\$1000
Incendiary Grenade	3	n/a	Blast(15ft), Throw(25ft/50ft), Special(this weapon lights its blast area on fire)	\$2200
Flashbang Grenade	0	n/a	Blast(20ft), Throw(30ft/60ft), Special(this weapon blinds and deafens its targets if they fail a Vitality Roll (Dif 8))	\$1100
C4	6	n/a	Blast(35ft), Throw(10ft/20ft)	\$3000

==== Firearms ===

Firearms count as Ranged Weapons, but feats that explicitly state "Firearms" apply to only these weapons

Name	Damage Rating	Magazine	Attributes	Average Cost
.22cal / 5mm Pistol	1	10 box S	Ammo(5mm), Range(45ft/90ft)	\$330
.22cal / 5mm Revolver	1	8 cyl S	Ammo(5mm), Range(40ft/80ft)	\$310
.32cal / 7.65mm Pistol	1.5	7 box S	Ammo(7.65mm), Range(40ft/120ft)	\$400
.32cal Machine Pistol	1	32 box S/A	Ammo(7.65mm), Range(30ft/90ft)	\$1500
.32cal Lever-Action Rifle	1.5	14 int Sin	Ammo(7.65mm), Large, Range(85ft/255ft)	\$900
5.7mm Pistol	1.5	20 box S	Ammo(5.7mm), Range(50ft/150ft)	\$580
5.7mm Sub-Machine Gun	1.5	50 box S/A	Ammo(5.7mm), Large, Range(50ft/150ft)	\$3890
9mm Pistol	1.5	19 box S	Ammo(9mm), Range(60ft/180ft)	\$550
9mm Revolver	2	6 cyl S	Ammo(9mm), Range(50ft/150ft)	\$450
9mmE Electronic Pistol	1.5	16 box S/B/A	Ammo(9mmE Cartridge), Range(60ft/180ft)	\$1670
9mm Machine Pistol	1.5	23 box S/A	Ammo(9mm), Range(40ft/120ft)	\$1600
9mm Sub-Machine Gun	1.5	30 box S/A	Ammo(9mm), Large, Range(70ft/210ft)	\$2800
.40cal / 10mm Pistol	2	15 box S	Ammo(10mm), Range(50ft/150ft)	\$600
.45cal / 11.4mm Pistol	2	8 box S	Ammo(11.4mm), Range(45ft/135ft)	\$600
.45cal Revolver	2.5	6 cyl S	Ammo(11.4mm), Range(35ft/105ft)	\$600
.45cal Set-Cylinder	2.5	2 int S	Ammo(11.4mm), Concealable, Range(35ft/105ft)	\$950
.45cal Sub-Machine Gun	2.5	30 box S/A	Ammo(11.4mm), Large, Range(60ft/180ft)	\$2150
12 Gauge Break-Action Shotgun	4	1 int Sin	Ammo(12ga), Large, Range(25ft/100ft)	\$250
12 Gauge Double-Barrel Shotgun	4	2 int S	Ammo(12ga), Large, Range(25ft/100ft)	\$350
12 Gauge Pump-Action Shotgun	4	8 int Sin	Ammo(12ga), Large, Range(25ft/100ft)	\$490
12 Gauge Combat Shotgun	4	6 int S	Ammo(12ga), Large, Range(25ft/100ft)	\$1820
12 Gauge Automatic Shotgun	4	8 box S/A	Ammo(12ga), Large, Range(25ft/100ft)	\$2500
8 Gauge Pump Action Shotgun	5	5 int Sin	Ammo(8ga), Large, Range(30ft/90ft), Recoil	\$2000
.50inAE Magnum	4	7 box S	Ammo(.50inAE), Range(35ft/105ft), Recoil	\$1090
.44cal / 10.9mm Revolver	4	6 cyl S	Ammo(10.9mm), Range(45ft/135ft), Recoil	\$945
.454 Casull Magnum	4.5	7 box S	Ammo(.454Casull), Range(40ft/120ft), Recoil	\$1470

.500 Smith&Wesson Revolver	5	5 cyl S	Ammo(.500S&W), Range(45ft/135ft), Recoil	\$1200
5.56mm Marksman's Rifle	2.5	30 box S	Ammo(5.56mm), Large, Range(110ft/330ft)	\$1400
5.56mm Assault Rifle	2.5	30 box B/A	Ammo(5.56mm), Large, Range(80ft/240ft)	\$2000
5.56mm Light Machine Gun	3	70 box A	Ammo(5.56mm), Heavy, Large, Loading, Range(90ft/270ft), Recoil	\$3300
5.56mm Heavy Machine Gun	4	Linked A	Ammo(5.56mm), Consumption(10), Heavy, Large, Loading, Range(80ft/240ft), Recoil	\$5000
Objective Combat Infantry Weapon	2.5 6	20 box A 4 box Sin	Ammo(5.56mm), Ammo(20mm), Heavy, Large, Loading, Range(65ft/135ft), Recoil	\$5000
7.62mm Bolt Action Rifle	3	5 int Sin	Ammo(7.62mm), Large, Range(100ft/400ft), Recoil	\$1100
7.62mm Marksman's Rifle	3	20 box S	Ammo(7.62mm), Large, Range(90ft/270ft)	\$2400
7.62mm Assault Rifle	3	30 box A	Ammo(7.62mm), Large, Range(70ft/210ft)	\$1800
7.62mm Sniper Rifle	3.5	10 box S	Ammo(7.62mm), Large, Range(120ft/480ft), Recoil	\$3200
7.62mm Light Machine Gun	3.5	Linked A	Ammo(7.62mm), Consumption(10), Heavy, Large, Loading, Range(90ft/270ft), Recoil	\$9000
7.62mm Gatling Gun	4	Linked A	Ammo(7.62mm), Consumption(20), Heavy, Large, Loading, Range(150ft/450ft), Recoil	\$210000
6.8mm Assault Rifle	3.5	24 box B/A	Ammo(6.8mm), Large, Range(100ft/300ft)	\$6200
270win Sniper Rifle	4	5 int Sin	Ammo(270win), Large, Range(140ft/560ft), Recoil	\$2900
.50cal / 12.7mm Sniper Rifle	5	5 box S	Ammo(12.7mm), Heavy, Large, Range(150ft/600ft), Recoil	\$6400
12.7mm Heavy Machine Gun	5	Linked A	Ammo(12.7mm), Consumption(20), Heavy, Large, Loading, Range(110ft/330ft), Recoil	\$100000
40mm Grenade Launcher	8	1 int Sin	Ammo(40mm), Blast(20ft), Heavy, Large, Range(50ft/150ft)	\$8000
Rocket Propelled Grenade Launcher	10	1 int Sin	Ammo(RPG), Blast(25ft), Heavy, Large, Range(50ft/150ft)	\$53000
85mm Cannon	9	1 int Sin	Ammo(85mm), Blast(35ft), Mounted, Range(400ft/2000ft)	\$210000
105mm Cannon	10	1 int sin	Ammo(105mm), Blast(45ft), Mounted, Range(400ft/2000ft)	\$500000

Armor – Armor adds directly to your Defense, but also subtracts from the Agility Score used to calculate your Speed. If you use a Shield, you don't subtract its Armor Rating from your Speed, but you must have at least 4 Strength, or else, you suffer -5 Speed for every point below 4 you have. Armor has the tendency to shred when you take lots of damage all at once.

==== Armor ====		
Name	Armor Rating	Average Cost
Light Armor	+1	\$100
Medium Armor	+2	\$400
Heavy Armor	+3	\$1400
Shield	+1	\$50
Heavy Shield	+2	\$200

Weapon Attributes

Ammo- This weapon requires ammo in order to function.

Blast- This weapon explodes and deals damage in an area once impacting the target (or a solid surface, if the attack is a miss). Deal damage to every target within the blast area.

Concealable- These weapons do not look like weapons when concealed. Others will not be able to identify the weapon if they fail to succeed a Mind Roll (Dif 7) with at least 3 successes.

Consumption- This weapon consumes ammunition at a faster rate than normal. The number designated in this attribute shows how much ammunition is used for each attack.

Entangling- Attacks made with this weapon impose Entanglement on the target if the target fails to succeed a Dexterity roll (Dif 7) with at least 3 successes.

Heavy- A Heavy weapon is too big to be wielded by the weak. You must have at least 4 Strength to properly wield this weapon. If you do not, you suffer -1 to your Attack for every Strength Point below 4.

Large- A Large weapon is too big to conceal properly or wielded with one hand. Sure, you can throw a big enough cloth over it, but it will be very conspicuous if you attempt to hide it on your person. You can ignore this if you are an Erinyes and have the "Erinyes' Style" Demon Skill.

Loading- This weapon has a complex reloading procedure and requires a full round action to reload it. You can ignore this if you are a Reaper and have the "Demon Clips" Demon Skill.

Martial- This weapon has been incorporated into a form of martial arts. If you have the "Martial Artist" ability from the Physical Tree, you add +2 to Damage Rating listed.

Mounted- This weapon is designed to be a vehicle's weapon and is mounted to its body. This weapon cannot be carried or taken with you.

Paralyzing- Attacks made with this weapon impose Paralysis on the target if the target fails to succeed a Vitality roll (Dif 7) with at least 3 successes.

Range- These ranged weapons have a designated effective range. Attacks made past the first number mentioned suffer Disadvantage. No attacks may be made past the second number.

Reach- This weapon is long. You can perform attacks with this weapon up to 10ft. away from the target.

Far Reach- This weapon is very long. You can perform attacks with this weapon up to 15ft. away from the target.

Recoil- Some firearms are small, but shoot a powerful round. This makes them somewhat unwieldy for the untrained. You must have at least 4 Dexterity to properly wield this weapon. If you do not, you suffer -1 to your Attack for every Dexterity Point below 4.

Special- This weapon has a special quality to it. Read the description for its unique rules.

Thrown- This weapon can be thrown at a target. Once you throw it, you no longer have it in your equipment. Attacks made past the first number mentioned suffer Disadvantage. No attacks may be made past the second number. Failing your attack may cause the weapon to fly off in a random direction.

Combat

Combat in HellBent functions in a way similar to your usual tabletop role playing game, with a few key differences. It is recommended that you use a square grid to lay out your battlefield. Each square should represent 5ft.

Starting Combat

At the very beginning of combat, every player rolls for Initiative. The Difficulty of Initiative Rolls is always 7. Players count their successes and tell the DM, who tallies them in order. Ties are broken by Dexterity: Characters with higher Dexterity go first. The DM then rolls for every enemy present. A round consists of each player having a turn with their character, as well as all the enemies going on their turns. Combat ends when the fighting stops.

On Your Turn...

On your turn, you are entitled one Attack Action and one Movement Action. You are allowed to trade your Attack Action and take two Movement Actions instead. You are also allowed to take one Full-Round Action on your turn, ending it after that is performed. In addition, you are allowed to perform one or more Free Actions on your turn, at DM's discretion.

Movement Actions

Movement actions consist of the following:

- Moving a distance equal to your Speed (Usually, one square on the mat is equal to 5 feet)
- Reloading a weapon that does not have the Loading trait
- Using an item that does not inflict damage, like a potion or a gadget.
- Utilizing equipment, like starting a car, typing on a computer, or securing a rappel
- Undressing armor or sheathing or holstering a weapon
- Standing back up once prone
- Interacting with the environment, like lifting fallen debris, busting down a door, or otherwise altering the scenery
- Speaking, whispering, gesturing, or otherwise having a conversation with another player or character from a distance

Moving

If you are using a board with squares on it, moving is simple: each square on the mat will represent a certain distance (5ft per square is recommended). You can move a distance equal to your character's Speed. You may move diagonally on the board, but every second diagonal square moved on counts as twice the distance of the square. When moving, you provoke an Attack of Opportunity when leaving (not entering) a square in which an enemy can perform a Melee attack on you. See Attacks of Opportunity for more information.

Reloading

Reloading a ranged weapon utilizes a Movement Action (sometimes your entire turn), unless you are a Reaper and have the "Demon Clips" Demon Skill. There are four types of ways weapons can be reloaded, and these depend on the style of the magazine the weapon has.

Box Magazines

Box magazines are a metal spring-loaded shapes filled with bullets that fits into its designated firearm. These pop out at the press of a button and another can simply be placed into the slot. A gun with a Box magazine is fully loaded once the player reloads the weapon, so long as they have a fully loaded box magazine to put into it. The magazines are a separate purchase from the ammo.

Cylinder Magazines

Cylinder magazines are large barrels that hold the rounds of ammo inside them. Featured on almost all revolvers and some other weapons, these cylinders eject spent cartridges, but must be reloaded manually. If the character does not have a Speed Reloader, the character must make a Dexterity Roll (Dif 7). The number of successes determines how many bullets are loaded into the gun.

Internal Magazines

Internal magazines are hollow chambers inside ranged weapons that store ammo. When reloading, the player must make a Dexterity Roll (Dif 7). The number of successes determines how many bullets are loaded into the gun. Weapons with a 1 round Internal Magazine do not require a roll to reload: simply taking the action to reload will load the weapon with the round.

Linked

When a weapon functions off of linked ammo, this means there is a belt of rounds fed into the weapon. This means that so long as the belt is continuously feeding into the weapon, the gun will never run out of ammo. When the belt does end, you must reload a new belt into the weapon. This always takes a full-round action, regardless of any skills or abilities your character may have.

Attack Actions

Attack Actions consist of the following:

- Performing a Melee, Ranged, or Magic attack
- Performing any skill or spell that deals damage or inflicts status ailments, unless that skill states it can use a Movement Action
- Bull Rushing, Tripping, or Disarming an opponent
- Casting a spell that deals damage or inflicts status ailments

The Number of Attacks in an Attack Action

Attacking a target "once" means you swing/use/fire as many weapons as you can, as many times as you can. Some skills will allow for even more limbs/tails/parts of your character to perform attacks as well. If you have Human Skills like "Double Tap", "Double Spray", "Double Strike", or "Double Spell" (for example); you can swing a sword in your character's left hand twice, and fire a pistol in your character's right hand twice, at one target, giving your character four opportunities to damage the target. If you do not have the "Ambidexterity" Human Skill, there are imposed penalties for dual-wielding. Attacks made with your character's off-hand are made with Disadvantage.

Attacks

Attacks consist of striking a target with the intent of harming and/or killing it. In order to do this, you roll an Attack Roll based off which one of the three types of Attacks you can make. Attacks are always rolled against a Difficulty of 7, unless you are an Erinyes and have the "Erinyes' Stance" Demon Skill. To make a Melee Attack, you must be standing next to your target, unless the weapon has Reach or Far Reach. To make a Ranged Attack or a Magic Attack, you must be within the designated range listed within the Equipment section, or within your Demon's respective Skill list or Spell Book.

Attacking with a Melee Weapon

If you attack with a weapon like a sword or a club, you are not allowed to punch or kick with your other limbs unless otherwise stated. Even if you are holding just one sword, it is assumed your character uses two hands and/or all their focus to deliver maximum strength to the blow.

Attacking without a weapon

If you attack with no weapon, you are considered to be attacking the target with an Unarmed Strike. This is listed in the Equipment section of this book. If you have the "Martial Artist" Human Skill, Unarmed Strikes have a Damage Rating of 2, not 0.5.

Attacking with an Improvised Weapon

If you attack with anything that the DM determines can be wielded like a weapon that is not listed as a weapon on the Melee Weapons chart, it is considered an Improvised Weapon and is given a likeness in the Weapon Chart (most commonly a Club or a Bat).

Attacking with a Firearm

If you attack with a Firearm, you must have at least enough ammo loaded in the gun to perform all your possible attacks. Guns that have no ammunition loaded will not fire. You must spend actions to reload your weapon. There are four types of firearms: Single Fire (S), Semi-Automatic (S), Burst Fire (B), and Automatic (A). Single Fire Firearms fire one round of ammo, than must be cycled manually, usually with a lever or a bolt. No more than one attack can be made with this firearm per turn. Semi-Automatic Firearms use the pressure of the gunshot to cycle the next round into the chamber. With the "Double Tap" Human Skill, you may make two attacks with this weapon within one Attack Action. Burst Fire Firearms fire 3 rounds of ammo with each shot. Automatic Firearms fire 5 rounds of ammo with each shot and deal damage in a 10ft.X10ft. area that you choose. Some firearms have two or more options for fire modes. You must declare what firing mode your firearm is set to before attacking if there is a choice. It doesn't take an action to switch the firing mode of a weapon.

Attacking with a Non-Firearm Ranged Weapon

Non-Firearm Ranged Weapons must be loaded just like Firearms. The only exceptions are Bows: The Short Bow, the Long Bow, and the Reflex Bow/Composite Bow. These weapons never need to be loaded, as the action of knocking an arrow from a quiver counts as a free action. You can only attack once, unless you take the “Double Strike” Human Skill.

Attacking with Magic or with a Spell

Sometimes, you will be asked to attack using a Magic Attack. If this is the case, simply roll your attack based off the Magic Attack stat on your character sheet like you would a Ranged or Melee Attack. If you want to cast an offensive spell at a target, the same thing happens: pay your MP cost and then roll a Magic Attack against the target’s Defense. All you need is one success in order to deal the full effect of the spell. If the spell lists another condition for imposing the effects, follow those instructions instead.

Bull Rushing, Tripping or Disarming

You may want to do something other than inflict raw damage when assaulting an opponent. You have three options if this is the case. Bull Rushing is when you shove your target as far as you possibly can with raw strength. Both you and your Opponent roll an Athletics Roll (Dif 7). If you achieve more successes, you may move your opponent 5ft in the direction you are moving for every success achieved. Tripping is when you swipe at your opponents feet, causing them to fall prone. Both you and your Opponent roll an Agility Roll (Dif 7). If you achieve more successes, your opponent falls prone. Disarming is when you attempt to pull an opponent’s equipment off of their person. Both you and your Opponent roll a Finesse Roll (Dif 7). If you achieve more successes, your opponent’s current gear falls to the floor.

Attacks of Opportunity

Whenever you move through an enemy’s Melee range, or when you attempt to cast a spell or make a Ranged Attack or Magic Attack while in their range, you provoke an Attack of Opportunity. These attacks are performed by the enemy when it is not their turn. Your turn may end abruptly if an Attack of Opportunity connects. Thankfully, when an enemy moves through your Melee range, you get to attack them, as well! The same goes for them performing Ranged Attacks, Magic Attacks, and spells.

Free Actions

Free Actions consist of the following and can be performed alongside your entire turn in combat. You can do as many of these as you want, as often as you want, within reason:

- Speaking, whispering, gesturing, or otherwise delivering a SHORT message to another player or character from a distance
- Reloading a weapon when you have the Reaper’s “Demon Clips” Demon Skill
- Pressing a button, opening a door, opening a chest or locker, or triggering a device
- Dropping a weapon onto the ground
- Changing the firing mode of a weapon

Being Attacked, Defense, and Armor

When attacking, the target’s Defense becomes a goal. In order to make your attack connect, you must achieve more successes than your target has Defense, as Defense is subtracted from the number of successes in an Attack. A target’s Defense is determined by its Vitality and its Armor. Refer to the little chart next to the Defense hexagon on the Character Sheet. Add Armor directly to Defense. Certain Demon Skills, like the Wrathbeast’s “Bash” and the Erinyes’ “Favorite Weapon”, add successes to successful attacks. This only occurs when the attack would deal damage by itself, without this skill’s bonus.

Sanity, Insanity, and Strikes to your Sanity

Strikes to your Sanity mark your character’s progression to complete and utter madness. You can receive three strikes to your Sanity before going insane; get your fourth strike and you lose your mind. When your character goes insane, you lose your character sheet and the GM controls your character from that point on. The outcome of your character’s madness depends on your character’s backstory and DemonTouched Class. Unless a strike is removed from your character through a plot-driven item, other players can attempt to try to snap you out of it. This will require a Roll on that player’s part: you cannot make a roll until another player makes an attempt to save you. Each success on that player’s roll will subtract from the number of success you need to get to regain your character’s Sanity, starting at 10 successes. Afterwards, make a Sanity Roll (Difficulty 10). If you manage to score the number of successes needed, you can remove one strike on your Sanity and regain control of your character.

Corruption

Sometimes, your character will be wrecked by an incident so potent with Demonic Energy; it jump-starts the process of transforming your character into a Demon. These instances will be countered with Form Rolls, but the Difficulty, the consequences, and the outcome will be determined by your GM's story and play style. Corruption is designed to be an element that GM's can incorporate into their game however they see fit. This book cannot explain what exactly your GM has in store for you, as its limits are his/her imagination.

Health Points (HP), Life-Force, Strikes to your Life-Force, Dying, and the Astral Plane

In the event that your character is brought down to zero HP or less, your character becomes incapacitated and starts to bleed out (unless you have the WrathBeast's "Remain Conscious" Demon Skill). While bleeding out, your character struggles to stay alive. Any attacks you take are rolled directly against your Defense with Advantage, and any succeeding attacks simply add a Strike to your Life-Force. On each of your turns, or once every in-game minute, make a Life Roll (Difficulty 7+Strikes). If you fail, you take a strike on your Life-Force. A reviving spell, or a reviving item like a defibrillator, can stabilize your character, but the strikes on your Life-Force remain after being revived. If you manage to acquire four strikes on your Life-Force, your body loses the ability to retain your character's soul. S/he is officially dead, in a manner of speaking: your body stops breathing, but the following happens to your soul.

A soul that has been forcefully removed from the body goes to the Astral Plane and is unaware of everything that just occurred for the past hour. That soul can interact with other souls and anything else in the Astral Plane, but cannot re-enter his/her body as long as that body has four strikes on its Life-Force. Two things must occur for a soul to return to its body:

- The body must have less than four strikes on its Life-Force; strikes must be removed from the lifeless corpse
- The soul must be made aware that it has been removed from its body and convinced to return

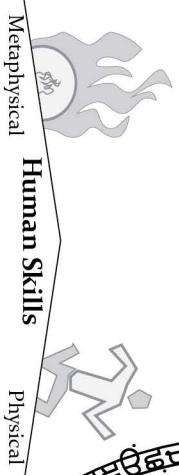
If a soul refuses/cannot return to its body, as time passes, the soul changes form. Depending on what Realm the soul is trapped, the change differs. In the Human Realm, a soul slowly degrades into nothingness, eventually vanishing from existence and dying once and for all. A soul can stay in the Astral Plane for a number of hours equal to the character's Soul. In the Demon Realm, the soul slowly transforms into a Banshee if it is not first eaten by a Demon. A soul in the Demon Realm does not degrade, but must make a Sanity Roll (Difficulty 4+Strikes) every hour. It takes a strike on its Sanity if it fails to achieve 3 successes. It becomes a Banshee when it reaches insanity and dies once and for all. Keep in mind that this is just one of the ways to die in the Demon Realm.

Hell Bent

v 2.02
By: HellBent Tabletop
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Name	Profession
Age	
Sex	
Eyes	
Hair	
Background	



Attitude	Ht.
	Wt.

Human Skills	Physical
1	
2	
4	
6	
9	
12	
16	
20	
25	
30	

Soul	Energy
1	
2	
4	
6	
9	
12	
16	
20	
25	
30	

Body	Mind
1	
2	
4	
6	
9	
12	
16	
20	
25	
30	

Life	Charisma
1	
2	
4	
6	
9	
12	
16	
20	
25	
30	

Strikes	Perception
1	
2	
4	
6	
9	
12	
16	
20	
25	
30	

LifeForce	Aura
1	
2	
4	
6	
9	
12	
16	
20	
25	
30	

Life	Wisdom
1	
2	
4	
6	
9	
12	
16	
20	
25	
30	

Body	Dexterity
1	
2	
4	
6	
9	
12	
16	
20	
25	
30	

Form	Strength
1	
2	
4	
6	
9	
12	
16	
20	
25	
30	

Vitality	Agility
1	
2	
4	
6	
9	
12	
16	
20	
25	
30	

Health	Speed
1	
2	
4	
6	
9	
12	
16	
20	
25	
30	

Health	Attack
1	
2	
4	
6	
9	
12	
16	
20	
25	
30	

Health	Defense
1	
2	
4	
6	
9	
12	
16	
20	
25	
30	

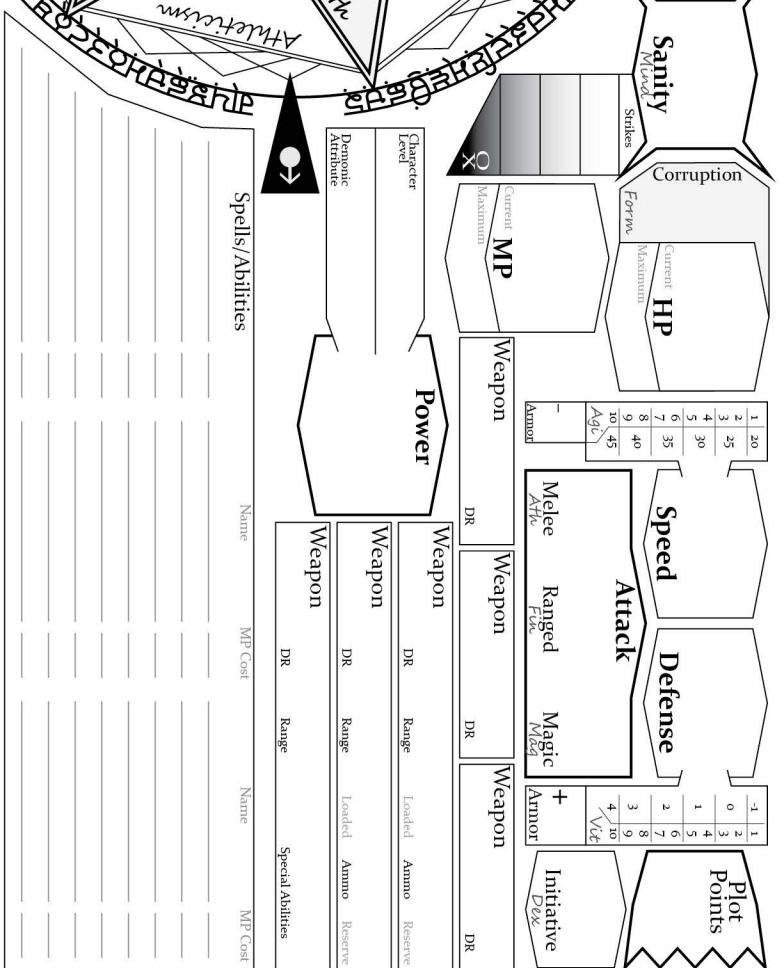
Health	Initiative
1	
2	
4	
6	
9	
12	
16	
20	
25	
30	

Health	Plot Points
1	-1
2	0
4	3
6	5
9	7
12	10
16	15
20	20
25	25
30	30

Health	Extra
1	
2	
4	
6	
9	
12	
16	
20	
25	
30	

Health	Residences
1	
2	
4	
6	
9	
12	
16	
20	
25	
30	

Health	Vehicles
1	
2	
4	
6	
9	
12	
16	
20	
25	
30	



HellBent

Succubus



Warlock



Age
Sex
Eyes
Hair
Ht.
Wt.
Background

Succubus Spell Casting

You know number of spells equal to your Power.

When you level up, you may choose entirely new spells.

Known	Name	MP Cost
○	Disguise	5
○	Fiery Kiss	5
○	Hex	2
○	Icy Kiss	5
○	Incubus Draft	4
○	Lover's Embrace	2
○	Lover's Radiance	3
○	Mind Fog	2
○	Mood Cloud	3
○	Negative Kiss	5
○	Passionate Kiss	5
○	Perfect Kiss	7
○	Poison Kiss	5
○	Prestidigitation	1
○	Sleepy Kiss	4
○	Soothing Kiss	4
○	Succubus Form	10
○	Succubus Strut	3
○	Succu-Bye-Bye!	8
○	Ventriloquism	1
○	Whisper	8

Warlock Spell Casting

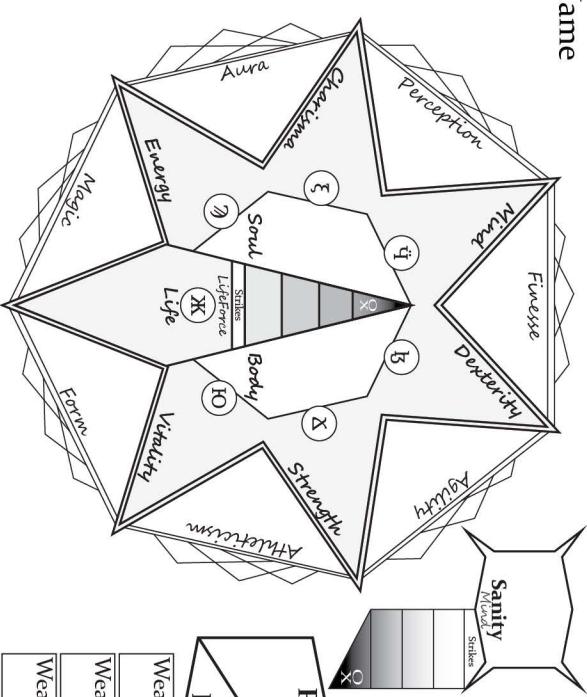
Your Demon Class grants you a number of Spell Points. You may purchase spells to "prepare" with Spell Points.

When you perform a Long Rest, you may prepare entirely new spells.

First List - 1 Spell Point	Second List - 2 Spell Points	Third List - 4 Spell Points						
Prepared	Name	MP Cost	Prepared	Name	MP Cost	Prepared	Name	MP Cost
○	Alarm Sigil	2	○	Augury	4	○	Horror	15
○	Beast Sense	0	○	Blast Cure	7	○	Impison	17
○	Blur	3	○	Chromatic Blast	8	○	Life Force	12
○	Cancel Magic	3	○	Curse	4	○	Omnipotent Cure	10
○	Color Spray	4	○	Deluge	9	○	Radiant Cure	12
○	Compel	2	○	Divine	5	○	Stop Time	25
○	Confuse	2	○	Dream	4	○	Teleportation	12
○	Cure	2	○	Entangle	9	○	True Revival	20
○	Detect Magic	3	○	Feast	5	○	Ultimate Word	30
○	Detect Spirits	2	○	Fireball	9	○	Witch's Aggression	15
○	Fear Blast	4	○	Flash Freeze	9	○	Witch's Armageddon	20
○	Food	4	○	Illusion	5			
○	Hold Portal	3	○	Invisibility	5			
○	Intebriate	2	○	Life	10			
○	Jump	3	○	Lightning	9			
○	Levitate	2	○	Potent Cure	4			
○	Loan Energy	3	○	Quagmire	9			
○	Mage Hand	2	○	Reverse Gravity	8			
○	Magic Armor	3	○	Revive	8			
○	Magical Bomb	3	○	Tar Torrent	9			
○	Mending	3	○	Witch's Assault	5			
○	Pitch Black	3						
○	Prestidigitation	1						
○	Remove Curse	4						
○	Silence	2						
○	Sleep	2						
○	Sterilize	2						
○	Trigger Sigil	2						
○	Witch's Attack	2						

Demilich

Spell Points



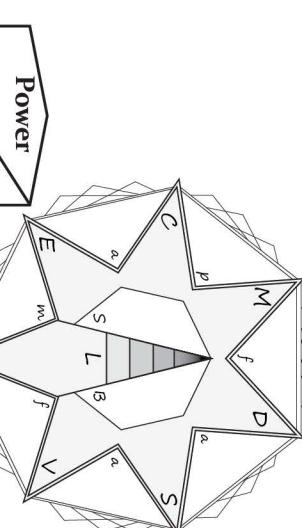
Level	Power	HP	Speed	Attack	Defense	+Armor	Initiative	Spells/Abilities
Weapon	DR	Range	Loaded	Ammo	Reserve			

Vampire Underling

Use the Character Graph to the right to keep track of your Underling's stats



Mariolith



Mutations

Spend MP to apply mutations to your character.

Positive Mutations Form MP

Active Name

Form MP

Master Mutations Form MP

Active Name

Form MP

Aluraune

Centaur

Drider

Happy

Merfolk

Naga

Slime

Werewolf

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