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BY HELLBENT TABLETOP

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HellBent

Version 3.02

A d10 Modern Roleplaying System

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

How do I play HellBent?

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

Once you roll, any dice that land on, or higher, than the mentioned Difficulty counts as a Success. Successes determine how well your character performs this task. Any dice that fall short are ignored unless they land on a 1, in which case they remove a Success. Any 10's you receive grants you a Success and a Bonus Die. Bonus Dice are immediately rolled and, if the Difficulty is achieved, added to your Successes. Bonus Dice never remove from your Successes if you roll low, and Bonus Dice grant you more Bonus Dice if they also land on 10 (this can continue to infinity). Tally up your Successes and tell your GM. The more Successes: the better the outcome for your character! If you fail to achieve the number of Successes your GM has in mind for this particular situation, (or worse, a lower amount), you fail. Most situations only call for you to achieve at least one success, but since a negative number of successes is possible, you could critically fail and (depending on how bad your roll is) something terrible might happen!

Advantage and Disadvantage

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

Attributes and Your Character

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

- **Vitality** – Your raw stamina and endurance
- **Strength** – Your raw muscle power and lifting capability

- **Dexterity** – Your raw balance, stability, and ability to perform deft acrobatics
- **Mind** – Your raw thinking, mental power, and memory
- **Charisma** – Your raw social aptitude
- **Energy** – Your (until recently, inert) raw metaphysical strength
- **Life** – The strength of the bond between your character's body and soul. This particular attribute has a series of checkboxes. These are your 'Strikes' on your Life Force and represents the wear and tear on the bond between your body and your soul. If you ever have four Strikes at any point in time, your soul disconnects from your body, leaving it as a soul-less husk while your soul gets pulled into the Astral Plane.

Source Attributes are determined by averaging the two Core Attributes neighboring each one, rounding up. They are used to perform more specific skills than what your Core Attributes can be applied for. These Attributes are Athleticism, Agility, Finesse, Perception, and Aura.

- **Athleticism** – Your physical aptitude, applied to scenarios more complicated than lifting, pulling, and pushing
- **Agility** – Your raw speed, reflexes, and swiftness. This applies to running but doesn't apply to the stamina used to maintain it, nor the ability to jump during a sprint.
- **Finesse** – Your focus, steadiness, and coordination capabilities. This applies to pickpocketing, stealth, and other subterfuge-like skills.
- **Perception** – Your physical senses and intake of the world. This is not limited to sight, hearing, touch, taste, and smell; you might also acquire psychic awareness, astral insight, and demonic perception throughout your adventure.
- **Aura** – The capability and application of your metaphysical energies as well as the accuracy of your insight towards things like nuance in speech and the body language of others

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

- **HP (Health Points)** – Your character's quantified ability to withstand assault and stay conscious. When your character is reduced to Zero HP, your character falls unconscious and begins dying. Do not worry: you still have some time before death happens.
- **MP (Magic Points)** – Your character's quantified ethereal resource for casting spells and using magical or demonic abilities. Some Demonic Skills received from your chosen Demonic Class will let you spend these points to perform metaphysical actions.
- **Speed** – Your character's starting Speed is 30 feet. This is the distance you can move in combat by using one Movement Action and is also roughly the amount of distance your character can cover from a standstill in four seconds without flat-out sprinting. There are some skills that can improve or reduce this number.
- **Defense** – When an enemy attacks you, or when you attack an enemy, the Difficulty of that roll is always equal to the target's Defense unless specified otherwise. There are many Demonic Skills to increase this number but wearing armor and wielding shields can increase this number as well. Your Defense can never be higher than 10.
- **Initiative** – Your character's Initiative is equal to their Agility; plus any bonuses they may receive. This is rolled before official combat is started to determine turn order.
- **Proficiencies** – Your character will receive proficiencies based off what sort of person they are. These are loosely based off your Profession and Personality but can also be based off how your character changes throughout the story. Proficiencies also come with an assigned Attribute. During any roll that uses the assigned Attribute, you can try to convince your GM that your character should be better than average at the current scenario because of this proficiency. If they agree, you can add dice to your roll. Players add +1 die to start, then +2 once they reach Level 4, +3 at Level 7, +4 at Level 10, and +5 at Level 13.
- **Attack** – This is your proficiency in harming others, be it through brute force (Melee), accurately throwing a weapon (Thrown), aiming and firing a gun (Ranged), or casting a spell (Magic).

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

- **Damage Reduction** – This number removes successes from any incoming attacks that deliver their damage of a certain elemental or physical type, protecting you as a result. There are four types of physical damage: Piercing, Bludgeoning, Slashing, and Ballistic. There are seven types of elemental damage: Fire, Cold, Electric, Acid, Poison, Psychic, and Sonic. You will also see Demonic type damage: this form of damage cannot be reduced through Damage Reduction.
- **Sanity** – This number refers to your character's ability to maintain composure under the changing world, now wrought with the presence and influence of demons. Your Sanity is equal to your Mind Attribute, plus any bonuses you gain from the Human or Demon Skills. Beside your Sanity is a series of checkboxes. These are your 'Strikes' on your Sanity. When making a Sanity Roll, your difficulty with usually be 7, plus the number of Strikes your character has. If they manage to reach four Strikes, they become insane. Describe how your character loses their sanity. Then, your GM must take your character sheet and play as your character losing their mind. Your allies may intervene and attempt to bring you back from the brink, but your GM will most likely have a plan for your character's insanity.

- **Power** – Your character's Power is equal to your Character's Demonic Level, which starts at Level 1, and can go to Level 13 at maximum. Power is sometimes referenced when using certain Demonic Skills.

Creating A Character – Step by Step

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

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

1. Print out a Character Sheet. You will be writing down all the information about your character on this, both within the boxes with indicated lines, and within the star in the middle, known as the Character Glyph.
2. Give your character a name, some defining characteristics, a profession, and a personality. Choose narrative and plot elements that will align your character with the universe your GM, or 'Game Master', has in mind. They should explain this to you before you begin.
3. Choose one of the twelve Demonic Classes listed within this book. This will be what determines your character's abilities and optimal playstyle, as well as which Attributes are most important for your character's build. Each class has a Framework which you should keep in mind when first building your character.
4. Distribute 21 points across your seven Core Attributes. You cannot start with more than 5 points in any one Attribute this way, and all Attributes must have at least 1. Reminder: the Core Attributes are Vitality, Strength, Dexterity, Mind, Charisma, Energy, and Life.
5. As you progress through the game, you will acquire more Demonic Levels, which improve your character. For every Demonic Level above 1, invest an additional point into a Core Attribute of your choice. You cannot have more than 10 points in any one Attribute this way. Your GM will tell you what Demonic Level your character will be to start the game, so you might be skipping this step if you start at the beginning: Level 1. However, when you level up mid-campaign, follow this rule when upgrading your sheet. You will have to repeat some steps that follow this one to improve your Health, Stamina, and other features of your character.
6. Your GM will determine a total number of Assets and Complications your character will be allowed to have. It is advised that these be an optional choice for players, though some GMs may make them mandatory. For every Asset you take, you must remove a point from a Core Attribute. For every Complication, you must add a point. You cannot reduce a Core Attribute to zero this way, nor can you surpass 10.
7. Your Power is always equal to the Demonic Level of your character. Simply write that number down on your sheet in its space in the Character Glyph.
8. Add together your Vitality, Strength, Dexterity, and Life scores, and write that number as your character's Body score. Add together your Mind, Charisma, Energy, and Life scores, and write that number as your Soul score.
9. Determine your Source Attributes by averaging the two Core Attributes neighboring their box in the Character Glyph, rounding up. For example: a character that has 3 Mind and 4 Dexterity will have 4 Finesse, but a character that has 5 Vitality and 3 Strength will have 4 Athleticism. Reminder: the Source Attributes are Athleticism, Agility, Finesse, Perception, and Aura.
10. Using the Human Skills table, choose a Physical Skill for each milestone your Body score reaches. If you wish, you may select a Human Skill from a lower milestone to have as your skill for a higher milestone slot. Do the same with Metaphysical Skills but use your Soul to determine how many you can select. Remember: there will be times throughout the game where you may gain extra Human skills as your character grows for free, at your GM's discretion.
11. Referencing the bonuses you receive, determine your Max Health by adding your Body and your Life scores together, as well as any bonuses you receive. Do the same for Max Stamina, but add your Soul and your Life together instead, then the bonuses. You will gain bonuses from Human Skills, but also from your Demonic Class's Framework.
12. Write down your Athleticism score as your Melee Attack, your Agility score as your Thrown Attack, and your Finesse score as your Ranged attack. For your Magic Attack, unless your Demonic Framework states otherwise, you will be using your Aura score. You will also receive modifiers for your Melee, Thrown, Ranged, and Magic attacks from your Makeup and other bonuses: make sure to note these.
13. Your Defense is 6, your Speed is 30, and your Initiative is equal to your Agility, to start. Your Sanity is equal to your Mind unless bonuses alter these scores. Your Damage Reduction starts as nothing, but certain powers and armor will change this, granting you flat reductions to specific damage types. Your Uses of Damage Reduction are equal to your Life, plus any bonuses, most of which will come from the armor you wear. Depending on your Demonic Framework, these stats will most likely be altered, but for a normal human, these are what those stats are.
14. For each Demonic Level your character has, write down the Demonic Skill that goes with it. After a certain point, you will be asked to choose a Path for your character. Select only the abilities from that Path going forward.

15. Your GM will give you Proficiencies based on your character's Personality and Profession. Each proficiency has a Core Attribute and a Source Attribute associated with it, usually neighbors on the Character Glyph. This might be held off until the very start of a gaming session or campaign, usually called 'session zero'.

Once you are done, your GM will give you Proficiencies based on your character's Personality and Profession, along with an Attribute that proficiency is connected to. This is usually done during a 'session zero' or at the very start of a new story, or 'campaign'.

Growing Stronger

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

Assets and Complications

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

=== Assets ===	
Name	Description
Incredibly Attractive	10's grant an additional bonus die when rolling a Charisma Roll that interacts with a character that would be attracted to you, and doesn't have to do with Intimidation
Friends in High Places	You may call upon a friend in a high-standing position of power once per session, for the cost of a Plot Point, and ask a favor of them
Friends in Low Places	You may call upon a friend in a criminal position of power once per session, for the cost of a Plot Point, and ask a favor of them
Low Profile	Standard Perception Rolls suffer Disadvantage when others try to recognize or identify your character. This is not applied to Astral or Psychic Perception Rolls.
Well Renown	<p>Your character has a level of fame or admiration among peers. This must be discussed with your GM before the game starts and should be linked either with your character's personality or profession. After an agreement is reached, find one of the benefits described below that best suits your character.</p> <ul style="list-style-type: none"> - Your character has been featured in the news for a positive reason and is generally recognizable by many. Engaging with the average person provides +1 to Charisma Rolls pertaining to friendly speech and interaction. - Your character has a large online following, consisting either of fans who are infatuated with you and donate to your social media presence. Should any of them meet you in person, they will immediately be charmed by you. - Your character is a star among their professional peers who revel at your work and consider it innovative in your field. Should any of them meet you in person, they will offer their services to assist within certain tasks related to your profession. - Your character has a military rank or official standing which is not only respected among your peers, but within other organizations as well. Should any of them meet you in person, and they are of lower rank than you, they will follow your commands so long as they do not endanger themselves or are unreasonable in the normal scope of requests.
Wealthy	Your character can withdraw a certain amount of money once per session, for the cost of a Plot Point, from a trust account not listed on their sheet. Roll a die. You receive that amount of money, multiplied by \$1500.
Amassed Possessions	Your character owns a lot of valuable things, be it in the form of multiple residences, vehicles, or simply in the form of costly items. Discuss with your GM what you wish to own, and work with them to determine a fair amount.
Haymaker	You gain +1 dice to Melee Attacks, and if you hit with a Melee attack, the next Melee attack you perform adds +1 success if it also hits
Fastball	You gain +1 dice to Thrown Attacks, and increase the range increment of throwing weapons by 15ft
Magician	You gain +1 dice to Magic Attacks, and regain MP equal to 50% your Power at the end of combat, so long as you are still conscious

Business Owner	Your character is in control of a company whose assets are at your disposal, for the cost of a Plot Point. Discuss this company's role in the world your GM has crafted with them and determine what resources will be at your disposal before the game starts. Your GM might impose limits on your use of this Asset, such as making you convince a board of directors that this initiative is worthwhile for the business before you can utilize them.
Grip on Reality	Your character requires five strikes on their Sanity to fully drive them insane. Difficulty for Sanity Rolls cannot be higher than 10, even if they possess more than three Strikes.

=== Complications ===	
Name	Description
Ugly As Sin	You can never attain bonus dice when rolling a Charisma Roll unless it has to do with Intimidation
Lone Wolf	You cannot receive any benefits from allies assisting you with rolls
Infamous	Your character has a level of infamy, which is described by the GM and will be exploited
Amorous	Your character must pass a Mind Roll (Dif 9) when interacting with attractive characters that they might be attracted to. On a failure, you become charmed by them.
Anger Management	Your character is extremely irritated by something or someone. Discuss and agree upon what or who that is with your GM. When encountering this pet peeve, make a Mind Roll (Dif 9). On a failure, you become enraged.
Skeleton In the Closet	Your character has a secret, which is negotiated with the GM, that, if revealed, would scar your character immensely. The punishment for revealing this fact will be described by your GM
Bad Luck	At any time, once per session, your GM may deny you the ability to use Plot Points
Broke	Your character starts the game with barely any money and no vehicles
Homeless	Your character starts the game with no residences
Noodle Arms	You have a -2 penalty to Melee Attacks and Disadvantage on all Athleticism Rolls involving your arms
Designated Hitter	You have a -2 penalty to Thrown Attacks and Disadvantage on all Agility Rolls involving your arms
Shaky Grasp	You have a -2 penalty to Ranged Attacks and Disadvantage on all Finesse Rolls involving your arms
Metaphysically Challenged	You have a -2 penalty to Magic Attacks and Disadvantage on all Aura Rolls involving the arcane
Shortstack	Your character is rather small and petite. This makes utilizing certain large weapons rather impractical for them in combat. Due to their size and complexity, you have Disadvantage whenever trying to wield a weapon with the Large property. Furthermore, your GM will impose limitations based on your height throughout the campaign. (This is recommended if your character is shorter than 5'0" tall)
Big Boned	Your character suffers a -5ft penalty to their Speed and Disadvantage on all Agility Rolls involving your legs. (This is recommended if your character is heavier than 300lbs)
Addiction	Your character must ingest a narcotic that imposes a penalty, which is negotiated with the GM, at least once a day. If s/he fails to do so, you lose control of your character if they fail a Life Roll (Dif 9). (This is not necessarily recommended for characters addicted to cigarettes, but more for those addicted to harder narcotics)
Fear	Your character instantly becomes frightened by something s/he is triggered by, like rodents, ghosts, or any type of known phobia, when s/he notices it and fails a Mind Roll (Dif 9).
Adrenaline Junkie	Your character instantly commits to a dangerous challenge that might harm or kill them, like base-jumping or riding on the top of a moving car, when s/he notices the possibility for one and fails a Mind Roll (Dif 9)
Allergy	Your character instantly becomes poisoned by something s/he is allergic to when s/he comes in contact with it and fails a Vitality Roll (Dif 9). (This is not necessarily recommended for character allergic to plants or animals, but more for those with lethal food or material allergies)
Loose Screw	Your character cannot take the 'Stable Mind' Metaphysical Human Skill. Additionally, at any time, once per session, your GM may impose a Sanity Roll (Dif 7+Strikes). If you fail, your GM will control your character for a particular circumstance, act it out, then hand the sheet back to you.
Faulty Demontouch	At any time, once per session, your GM may impose a Life Roll (Dif 7+Strikes). If you fail, you suffer a -3 penalty to your Power for 24 in-game hours.

Human Skills

Human Skills are awarded to characters based off their Body and Soul scores: one for every 'Milestone' that is reached. Those Milestones are 1, 2, 4, 6, 9, 12, 16, 20, 25, and 30; one skill is offered for each of those slots. When your Soul or Body scores reach the level indicated, you may take either one skill from that level, or one below it. Your Soul allows you to pick from the Metaphysical category, and your Body lets you pick from the Physical category. You select one from each once the respective score reaches that Milestone.

- Metaphysical Human Skills -

1	Magic Proficiency: Magic Attacks that hit add +1 success. This increases to +2 at Level 6 and +3 at Level 13. Resourcefulness: Choose a Source Attribute and circle its name on your Character Glyph. Non-attack rolls made with this Attribute gain +1 die. This increases to +2 at Level 6 and +3 at Level 13.
2	Magic Reserves: Add your Energy to your Max MP when calculating it. Heightened Senses: Perception Rolls pertaining to non-magical circumstances gain +1 die. This increases to +2 at Level 6 and +3 at Level 13. Cum Laude: Mind Rolls pertaining to non-magical circumstances gain +1 die. This increases to +2 at Level 6 and +3 at Level 13. Intuitive: Aura Rolls pertaining to non-magical circumstances gain +1 die. This increases to +2 at Level 6 and +3 at Level 13.
4	Diplomat: Charisma Rolls pertaining to persuasion gain +1 die. This increases to +2 at Level 6 and +3 at Level 13. Snake Tongue: Charisma Rolls pertaining to deception gain +1 die. This increases to +2 at Level 6 and +3 at Level 13. Midas Touch: Charisma Rolls pertaining to haggling gain +1 die. This increases to +2 at Level 6 and +3 at Level 13. Spotlight: Charisma Rolls pertaining to performance gain +1 die. This increases to +2 at Level 6 and +3 at Level 13. Motivating Presence: Whenever you choose to assist an ally with a non-combat-oriented task, you grant that ally Advantage on their roll.
6	Magical Off-Hand: You may wield a physical weapon in your off-hand without penalty and use it in conjunction with casting a spell or making a Magic Attack during your attack action on your turn in combat. If you do this, the physical weapon is always considered your secondary weapon and only attacks with 50% the normal number of dice. Demonic Attunement: Perception Rolls pertaining to magical circumstances gain +1 die. This increases to +2 at Level 6 and +3 at Level 13. This includes Psychic and Astral perception. Double Hold: If you choose to hold your action during combat, you may propose two clauses with which your action triggers, instead of one.
9	Magical Endurance: Choose two of the Elemental damage types that's not Force or Demonic. You gain +1 Damage Reduction for that type. This increases to +2 at Level 4, +3 at Level 7, +4 at Level 10, and +5 at Level 13. Magical Accuracy: Spells you cast that impose a Saving Roll on its target(s) now require 1 more success to pass. This increases to 2 at Level 6 and 3 at Level 13.
12	Magical Sophistication: If the number of dice is higher, you may calculate your Magic Attacks with the Energy Attribute. Keen Soul: You immediately gain an additional Proficiency of your choice, so long as it's associated with Mind, Perception, Charisma, Aura, Energy, or Life. Plot Power: At the start of any instance of combat (where initiative is rolled), you may spend a Plot Point to regain MP equal to your Power. Railroading: If you spend a Plot Point to reroll a roll, and you do not like the outcome, you may spend a second Plot Point to roll for a third time.
16	Double Spell: You may cast two spells or perform two Magic Attacks during your attack action. You must spend the MP for both spells, plus an additional 3MP, to do this. Additionally, you cannot use any other weapon in this attack action. Stable Mind: Your character adds +1 to their Sanity. This increases to +2 at Level 6 and +3 at Level 13.
20	Masterful Spellcaster: 1's no longer remove successes when rolling Magic Attacks when you are not Disadvantaged. Overcome Disadvantage: You can only ever have a maximum of two ranks of Disadvantage imposed on your character. Otherworldly Effort: 10's grant an additional bonus die when rolling a non-combat roll that pertains to a Metaphysical Attribute.
25	Demonic Limit Break β : 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 a repeatable passive for a 'third' time. Energy Mastery: 10's grant an additional bonus die when rolling a combat roll that pertains to a Metaphysical Attribute.
30	Defying The Laws of Metaphysics: Once per session, you may choose to automatically succeed a roll that pertains to a Metaphysical Attribute. Roll two dice and add the numbers to determine the total number of successes you receive.

- Physical Human Skills -

1	Melee Proficiency: Melee Attacks that hit add +1 success. This increases to +2 at Level 6 and +3 at Level 13. Ranged Proficiency: Ranged Attacks that hit add +1 success. This increases to +2 at Level 6 and +3 at Level 13.
2	Fortitude: Choose one of the Physical damage types. You gain +1 Damage Reduction for that type. This increases to +2 at Level 4, +3 at Level 7, +4 at Level 10, and +5 at Level 13. You may choose a second type at Level 6. Sprinter: Add +5ft Speed for every 3 points of Agility you have. Versatility: Weapons with the Versatile feature can be wielded as if they are one-handed weapons. Hunker Down: When actively using Half Cover, you receive +2 Defense, instead of +1.
4	Heroic Surge: Once between long rests, you may perform an additional Attack Action on your turn. Ambidexterity: You may wield two one-handed weapons without penalty and attack with both during your attack action. The target for both weapons must be the same target. Treat the attack as one attack, but with +50% the number of dice. Opportunist: All rolls made during a held action gain +1 die. This increases to +2 at Level 6 and +3 at Level 13. Weapon Technique: Choose one weapon. You apply the "Technique" effect of that weapon to all attacks you make with that weapon. Constitution: Once between a short or long rest, as a movement action, you may roll a Vitality Roll (Dif 7) and regain 3HP for every success achieved.
6	Subterfuge: If you are in Stealth, you can never unwillingly leave Stealth when failing Rolls you make. Firearm Proficiency: You may attack with Burst-Fire and Fully Automatic firearms without the Disadvantage penalty. Vehicular Combat: You may attack inside a moving vehicle without the Disadvantage penalty.
9	Martial Artist: When performing a Melee attack while completely unarmed, you roll +50% the normal number of dice. Double Tap: You may choose to expend twice as much ammo when using a semi-automatic firearm or non-firearm ranged weapon. Doing so adds +50% the normal number of dice to your Ranged Attack.
12	Warrior Sophistication: If the number of dice is higher, you may calculate your Melee Attacks with the Strength Attribute. Marksman Sophistication: If the number of dice is higher, you may calculate your Ranged Attacks with the Dexterity Attribute. Keen Body: You immediately gain an additional Proficiency of your choice, so long as it's associated with Vitality, Athleticism, Strength, Agility, Dexterity, or Finesse. Plot Armor: At the start of any instance of combat (where initiative is rolled), you may spend a Plot Point to regain HP equal to your Power.
16	Double Strike: When attacking with Melee weapons, your Melee attack rolls +100% the normal number of dice. This does not stack with Ambidexterity: the maximum number of dice is 200% that of normal. Double Spray: You may choose to expend twice as much ammo when attacking with a Burst-Fire or Fully Automatic firearm. If you do, add +50% the normal number of dice to the attack roll. This is not a skill that is combined with Double Tap, but rather, replaces it when firing Burst-Fire or Full-Auto (as opposed to Semi-Auto).
20	Masterful Warrior: 1's no longer remove successes when rolling Melee Attacks when you are not Disadvantaged. Masterful Marksman: 1's no longer remove successes when rolling Ranged Attacks when you are not Disadvantaged. Extreme Effort: 10's grant an additional bonus die when rolling a non-combat roll that pertains to a Physical Attribute.
25	Demonic Limit Break alpha: When using your Devastation Move, instead of immediately taking a strike on your Sanity, roll a single die. You only take a Strike on your Sanity if you roll a 7 or lower. Combat Mastery: 10's grant an additional bonus die when rolling a combat roll that pertains to a Physical Attribute.
30	Defying The Laws of Physics: Once per session, you may choose to automatically succeed a roll that pertains to a Physical Attribute. Roll two dice and add the numbers to determine the total number of successes you receive.

Demonic Classes

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

Wrathbeast = An unrelenting hulking demon of brute strength and tanky flesh, the Wrathbeast is an unrelenting force. Powered by pure wrath, these towering monsters imbue those who are demontouched by them with the barbaric power of a tank with the muscle to match.

- Indomitable - Resist damage and direct incoming hostility to you
- Helltaker - Cause wild magic around you while in combat

Marilith = A shapeshifter of the Forested Hells, these demons not only control the plants and animals around them, but mutate their bodies to utilize the forms found in nature. These mutation powers are not limited to themselves, however: they can mutate their enemies into disfigured shambling fraction of their former selves.

- Life Weaver - Command nature, buff allies, and weaken foes' terrain and bodies
- Shapeshifter - Become powerful mythical creatures at will

Erinyes = Born and bred admirals of the various armies Hell possesses, Erinyes' focus on the aspects of battle and victory. Be it through empowering their fellow soldiers in battle, or by mastering the art of combat themselves, there is no better warrior on the battlefield by demonic standards.

- Commander - Strengthen your allies and yourself in combat
- Death Knight - Fuel your powers with the prospect of glory

Fallen Angel = The name given to this demon is a misnomer: they are not angels that have fallen from the Heavens. No: in fact, they are merely demons that have harnessed the powers of light for their nefarious uses. Be it to purify and guide your allies, or to hinder and nullify their enemies, Fallen Angels are equal parts healing and hurting.

- Sunshine - Heal your party and provide speed and accuracy buffs
- Eclipse - Heal your party while hindering your enemies

Reaper = Death incarnate, these demons do the work of bringing mortality to its inevitable conclusion. Demons had their means to weave lethality into the tools of this art. With demontouched trained in the use of human weapons, those too now feel the touch of death infused into them.

- Bloodlust - Kill to kill more and kill quicker than before
- Mercenary - Hone your skills to become the deadliest version of yourself

Illrigger = Ill will is a tangible substance in the Hells. Illriggers are demons who work exclusively with destiny, made material. As a demontouched of this devil, you gain the powers of manipulating luck and fate to your benefits, usually with deadly consequences for your foes.

- Assassin - Harness opportunity to deal death swiftly and precisely
- Trickster - Turn the tide of fate to achieve your goals

Gremlin = The peons of the Hells are masters of resourcefulness and tinkering, making them the unsung masters of mechanics and technology. Flourishing in the human world, those demontouched by them are able to realize the true potential of computers, machines, vehicles, robotics, and even the internet as a tangible element. This is not to be as undervalued as the Gremlin is in Hell.

- Inventor - Build great machines to empower yourself and your team
- Futurist - Embody technology and utilize cyberspace to transcend humanity

Mystic = The seers and scryers of Hell are demons that provide their masters with insight into other dimensions. These powers extend into the minds of others: to know the thoughts of others is to have a unique advantage. To control them is another thing entirely: it is a known fact that it is impossible to know if a Mystic is the true master, controlling their handler like a puppet.

- Hypnotist - Control the minds of others to manipulate their will

- Astrologist - Attribute the fates and the intangible to your reality

Banshee = The souls that flood the Hells feed the beasts and monsters that reside there. Those that are lucky enough not to be eaten can fester and change, exposed to the mutating darkness until aspects of that soul manifest into twisted forms of its former self. This is how a Banshee is born: all the powers of ghastly shadows collected into a single demon. If this being demontouches you, your connection to the spirits and shadows will be rivaled by none.

- Spirit - Interact with, and utilize the powers of, ghosts

- Shadow - Become one with literal darkness, eventually controlling the shadows

Succubus = Manipulators and manifesters of a particular deadly sin, Succubi coerce their targets to neutralize them or, better yet, control them. Their powers go far beyond raw influence, though: by harnessing raw sinful energy, their spellcraft and nimbleness is a potent tool in combat. These powers can pass on to your allies as well: Succubi are always more than they seem to be.

- Seduction - Manipulate and corrupt your enemy's powers

- Afflatus - Uplift your allies and yourself through their success

Warlock = It is rare that a mortal can survive the alternate dimension that is Hell. In the case that they can, it is through extensive training in demonic ways, which is how they got there in the first place. Masters of the arcane and the occult, they can even tap into the power of infamous demons to bolster their own spellcraft. In raw sorcerous energy, there is no equal.

- Battlemage - Perfect arcane combat and power through cast-able spells

- Zealot - Unlock the pinnacle of magic through your own body and soul

Demilich = If death is a transformation, the Demilich is the master of what becomes of things after that transformation occurs. Be it through their own life, or the lives of others, harnessing what comes after this inevitable change is a unique power no other demon can utilize. As a demontouched of this entity, you too gain control of life-force itself.

- Vampire - Take life and powers from your foes

- Necromancer - Bring death back to life as your personal taskforce



Wrathbeast

Being Demontouched by a Wrathbeast means you were chosen for your raw physical capabilities. Your power in combat, as far as brutish endurance and pure destructive might are concerned, are unmatched. Use your new-found skills to wreak havoc upon your foes, as well as anything in your way.



Your Defense starts at 7, you add your Vitality when calculating Max HP, and you add +1 Damage Reduction to any two of the physical types you choose. Additionally, you gain +1 to Charisma rolls pertaining to Intimidation.

----- Demonic Skills -----

1. Wrath - Spend 2 MP to enter Wrath for 1 turn; this cost is repeatable. While in Wrath, attackers must remove 2 successes from attacks that hit you, unless their ability explicitly states 'successes can never be removed from other powers'. This lasts for one turn, however, you can continue to pay the MP Cost at the start of your next turn if you wish to remain in Wrath. Additionally, if you deal damage while in Wrath, you can remain in Wrath without paying the MP Cost.

2. Pugilistic Stance - You receive +1 to Defense whenever an enemy is within 5ft of you. This resets the moment all hostile characters leave your range.

3. Brute Force - You now have access to a list of spell-like skills you can use while maintaining Wrath. Refer to the Brute Force chart in this Class.

== PATHS == (Choose a Demonic Path; going forward, you receive only the skill associated with that path)

= IN = Indomitable - Resist damage and direct incoming hostility to you

= HT = Helltaker - Cause wild magic around you while in combat

4. IN - Bash - Targets hit with your Melee attacks suffer Disadvantage on their attacks if they attempt to attack any ally of yours on their next turn.

HT - Wrath Magic - Roll a single die when entering Wrath. One of ten possible things can occur while you maintain Wrath. Refer to the Wrath Magic chart in this Class.

5. IN - Immovable Object - Devastation - Reduces the damage you take from an attack to 1 damage, no matter what it is. This lasts one turn.

HT - Wild Fury - Devastation - Causes you to enter Wrath without the MP cost and applies two additional effects from the ten possible powers, for a total of three. Roll two more dice to determine these effects, rerolling doubles.

6. IN - Remain Conscious - You no longer fall unconscious when you are at 0HP; instead, you are barely conscious but can only be prone and can only crawl or take one free action.

HT - Elemental Endurance - Add +1 Damage Reduction to two elemental types.

7. IN - Fueled By Pain - If you receive damage from a Melee attack between your turns in combat, you add +1 success to your next successful Melee attack, for each attack received.

HT - Flowing Wrath - You may apply effects from abilities granted to you while in Wrath to an ally you can touch. Those effects remain applied, so long as you maintain Wrath.

8. IN - Bash Thrash - Targets hit with your Melee attacks suffer Disadvantage on their attacks if they attempt to attack you, as well as any other ally of yours, until the start of your next turn.

HT - Wrathmatical - You now roll two dice when triggering Wrath Magic. You may select one ability you wish out of the dice's outcomes you rolled.

9. IN - Spikes - Attackers who hit you with Melee attacks take 1 Piercing damage for every failure that attack roll gets. (Count only the failures they receive from initial dice only, not bonus dice.)

HT - Insane Combat - After a successful Melee Attack, you may spend 1 MP and choose a target you can see within 40ft of you. If the damage dealt is more than their Sanity Threshold, the target becomes frightened.

10. BOTH - Regenerate - As a movement action, spend a number of MP up to your Power. You recover 2 HP for every MP spent.

11. BOTH - Angst - At any time, whenever you are below half your Max HP (round down) in combat, you may state that you are utilizing Angst. From then on, for the next three rounds, your Melee attacks have Advantage. You cannot do this again until your character regains their HP back to their natural maximum amount and complete a long rest.

12. IN - Resistor - Add +1 DR to all physical types, on top of previous bonuses.

HT - Elemental Transformer - Choose one of the elements you've selected to receive Damage Reduction through your Elemental Endurance skill. Whenever you take damage from that element, from now on, you take no damage, and instead, recover HP equal to half that damage's amount.

13. IN - Dreadnaught - Once per Long Rest, you may become a Dreadnaught. Your Defense becomes 10, and stays at 10, regardless of situation or condition, for the next 3 turns.

HT - Wrathmatitian - You now roll three dice and apply two effects from the dice's outcomes at the same time when triggering Wrath Magic.

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

- Demonic Hide – You gain +2 Uses of Damage Reduction; take this twice for +5
- Pugilistic Spinach – You gain +1 to Defense whenever an enemy is within 10ft of you, instead of 5ft. Take this twice to increase this range to 15ft.
- Pool of Health – You now add 10 to your Max HP when calculating it; take this twice to add 25 Max HP
- Advanced Bull Rush – Targets hit by your Bull Rush move twice as far back, and must succeed on a Strength roll (Dif 8), or be knocked prone.
- Instigation - You get +2 dice to your next Melee Attack if you attack the person that attacked you last.
- Rage Against The Machine - Your MP cost for Wrathing is now 1MP per turn.
- Wrathful Plot - Instead of paying the MP cost to start/maintain Wrath, you may choose to spend a Plot Point. This will maintain Wrath on your character until the end of combat, or until some other effect takes you out of this Wrath.
- Head Bash – (Indomitable Only) - If you wish, after rolling a melee attack, you may choose to roll another die seperately from the attack. If that die is 9 or higher, and your attack hits, the target is now Stunned for 1 round.
- Bashful - (Indomitable Only) - If you wish, after rolling a melee attack, you may choose to roll another die seperately from the attack. If that die is 9 or higher, and your attack hits, the target is now Frightened for 1 round.
- Bashtag Demontouched – (Indomitable Only) - If you wish, after rolling a melee attack, you may choose to ignore the bonus that Bash grants. If you do, check to see if the damage dealt exceeds the target's Sanity Threshold. If it does, the target takes a strike on their Sanity.
- Wrathmagician - (Helltaker Only) - Refer to the Warlock's Spellbook. You may choose two spells from their First List: these spells are equipped and usable by your character. Take this twice, and you may choose three spells from the First List and one from the Second List.
- Wrathilosophy - (Helltaker Only) - While a Wrath Magic effect is active on your character, your character may add Advantage to their melee attacks. Take this twice to apply it to all attack types except Magic.
- Wrathful Thinking - (Helltaker Only) - While a Wrath Magic effect is active on your character, your Sanity threshold is increased by +3. Take this twice for +7.

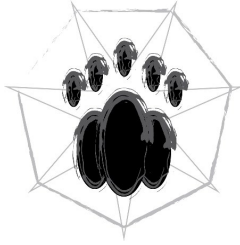
----- Brute Force -----

- Reckless Attack - 2MP - Cast this before you make a melee attack. Your attack gains +2 successes if successful, but reduces your speed by 10ft until the end of your next turn.
- Reckless Spin - 4MP - Cast this before you make a melee attack. If your attack is successful on your target, you may apply that attack to all other targets within your melee range. Reduce the number of successes by 2 for every 1 Defense the other targets have above your initial target. Your speed is reduced by 10ft until the end of your next turn.
- Reckless Dash - 2MP - Cast this only at the start of your turn. Your Speed is increased by 10ft until the end of this turn. Your speed is reduced by 10ft until the end of your next turn afterwards.
- Heavy Metal - 1MP - Cast this before you make a melee attack. If successful, you may treat this attack as if it was a damage dealing attack and a Bull Rush combined.
- Primal Endurance - 3MP - Cast this only at the start of your turn. Until the start of your next turn, you have +2 DR to all types of damage except Demonic and Psychic.

- Wrathful Focus - 1MP - Cast this once while maintaining Wrath. Until this Wrath ends, all 10's you get grant an additional bonus die when rolling Perception or Aura in combat.
- Parkour - 2MP - Cast this once while maintaining Wrath. Until this Wrath ends, all 10's you get grant an additional bonus die when rolling Athleticism, Agility, or Finesse towards complicated movement or climbing.
- Infectious Fury - 2MP - Cast this before you make an attack. If successful, that target must use its reaction to make a melee attack against another target of your choice. This attack is made at Disadvantage.

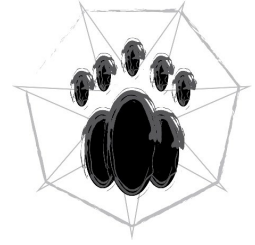
----- Wrath Magic -----

1. Demonic energy fills your aura, outward up to 30ft from you. All enemies within the aura must roll a single die at the start of their turns if they are within that range, taking 1 Demonic damage if they roll below a 7.
2. As a movement action, you may instantly teleport to any unoccupied space within 30ft. You may do this once on each of your turns while remaining in Wrath.
3. A manifestation of pure angry energy balls up in any spot within 30ft of you, exploding at the end of your turn. Roll a Ranged Attack against all targets within 5ft of that spot, dealing Ballistic damage against the highest Defense in the group.
4. A single Melee weapon currently held in your hands now has a Throwable property, with a range increment of 30ft. You can use your Melee attack roll for this weapon, even if you throw it. Throwing the weapon causes it to magically reappear in your hand afterwards.
5. Attackers who hit you with Melee attacks take 1 Piercing damage for every failure that attack roll gets. (Count only the failures they receive from initial dice only, not bonus dice.)
6. At the start of each of your turns, choose an Elemental damage type that isn't Demonic. You, and all allies within 10ft of you, gain +2 Damage Resistance to this element until the start of your next turn.
7. Hindering energy fills your aura, outward up to 30ft from you. All enemies within the aura are considered to be in difficult terrain.
8. A vehicle that you own, and have driven before, magically teleports into an unoccupied space within 30ft of you. This vehicle must be a commercial vehicle offered to the common people, like a car or a motorcycle. You may choose to instantly teleport into the driver's seat of that vehicle. The vehicle will teleport back into its original place at the end of combat, retaining any damage it took during combat.
9. A sudden burst of energy manipulates the ammunition within all ranged weapons equipped by you and all characters within 10ft of you. You and your allies have the ammunition loaded into their weapons reloaded. Enemies have half of their ammunition loaded in their weapons removed.
10. Machines and robotics within 30ft of you start acting chaotically until the end of combat. Those originally under the control of an enemy player/character can attempt to recontrol them with a Mind roll (Dif 8).



Marilith

Being Demontouched by a Marilith means the human body is a palette for transformation. Your form is pliable, able to transform to meet the needs of combat or change the situations as needed. Eventually, your skills will grow to impose your transformations on others, or to become even more fearsome beasts yourself. Let nothing physically limit you as you discover your new demonic gifts.



Your Defense starts at 7 and you add your Vitality when calculating Max HP. Additionally, you gain +1 success to all Mind rolls and Charisma rolls involving animals or plants.

----- Demonic Skills -----

1. Mutations - Choose a selection of Positive Mutations from the Mutations chart in this Class. These become active, and are always active, until you fall unconscious. Use your Power to determine how many Mutations you can have active at any one time.

2. Concrete Jungle - While in city parks, plazas, and places that function as an escape from urban life within urban life, you receive +1 Defense.

3. Mutate Other - For various MP costs, you can impose a Positive or Negative Mutation when touching another character. Unwilling characters must be hit with a Melee attack to do this. A character can attempt to revert the changes at the end of their turn in combat, or after one minute outside of combat, by succeeding in a Vitality Roll (Dif 7). These mutations last for a maximum of 6 turns.

== PATHS == (Choose a Demonic Path; going forward, you receive only the skill associated with that path)

= LW = Lifeweaver - Command nature, buff allies, and weaken foes' terrain and bodies

= SS = Shapeshifter - Become powerful mythical creatures at will

4. LW - Control Wildlife - Plants within 50ft of you, and animals you can touch, obey you and your will. Unwilling animals must be touched with a Melee Attack. Refer to the Wildlife chart for abilities certain plants and animals have. Additionally, you may retain an animal or plant-based companion through this power.

SS - Monsterform Transformation - Specify one of the monsters listed within the Monsterform chart in this Class. Follow the rules specified there. You may now transform into that MonsterForm as a movement action.

5. LW - Overgrowth - Devastation Move - Instantly spawns a number of plants and animals within the battlefield. Roll 2 dice to determine the number of plants, and 1 die to determine the number of animals. Roll dice to determine which plants and animals afterwards. Your GM will place them on the battlefield. Additionally, a 120ft square, centered on you, becomes 'Concrete Jungle' until the end of combat.

SS - Ultimate Monsterform - Devastation Move - Refer to the Monsterform chart in this Class. You instantly transform into a Monsterform you have access to, and utilize or apply its Ultimate ability.

6. LW - Summon Wildlife - At the beginning of combat, you can spawn in one plant and one animal, or three plants, at the start of your first turn. Additionally, a 30ft square, centered on you, becomes 'Concrete Jungle'. Have ability to summon more plants and animals in Beastiary for MP cost.

SS - Monsterform Strike - While transformed, you may spend the MP Cost listed for your current MonsterForm in the Monsterform chart while attacking. If you do, you perform whatever is listed within your MonsterForm's 'Strike' ability.

7. LW - Wildlife Mutation - You now have access to a list of mutations you can apply to plants and animals, specifically. Refer to the Plant Mutations and Animal Mutations charts in this Class.

SS - Additional Monsterform - Specify another MonsterForm: You may now transform into this form as well.

8. LW - Strenuous Mutations - You may choose to apply Mutation effects on yourself beyond the Limit imposed by your Power. Additional effects cannot exceed a number equal to your Vitality. These powers are retained for 3 turns. Afterwards, all Mutation effects are removed for a number of turns equal to the number of points above the Limit you used, including those not part of the additional Mutations.

SS - Monsterform Powerup - Choose a Monsterform you have access to. You now have access to their second level of powers.

9. LW - Mutated Blood - If the target of your attack is mutated and has less than half its Max HP remaining, you may add +2 successes to any attacks that hit.

SS - Additional Monsterform - Same as above

10. LW - Mutation Force - You may now use your Mutate Other ability at a distance. The range increment is 50ft. Perform a Magic Attack with your Aura to impose the ability on an unwilling target.

SS - Monsterform Powerup - Choose a Monsterform you have access to that you have not powered up yet. You now have access to their second level of powers.

11. LW - Mutate Soul - The Difficulty to resist mutations you impose on targets is now 7+Strikes, not 7.

SS - Additional Monsterform - Same as above

12. LW - Mutation Explosion - During combat, you may choose to end the effects of any and all Mutations you've imposed on a character other than yourself. Doing so counts as an attack action, deals 1 Demonic damage per Power Point imposition to the previously mutated character, and deals an attack to all characters within 10ft of that character.

SS - Monsterform Powerup - Choose a Monsterform you have access to that you have not powered up yet. You now have access to their second level of powers.

13. LW - Mutation Mastery - You now have access to the Master Mutations in the Mutations chart in this Class.

SS - Monsterform Mastery - Choose one of the MonsterForms' that you've applied a 'MonsterForm Powerup' skill to. This MonsterForm now has access to the Mastery Skill.

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

- Mutilator – When attacking an unwilling target while using Mutate Other, you may add +2 dice to your Attack Roll; take this twice for +5 dice.
- Polymorpher – When choosing your Positive Mutations, use 3 + Vitality, instead of your Power, to determine how many you can take.
- Transformation Longevity – The amount of time your Mutations last on others is increased by 50%. The length of time you can stay in your MonsterForm is also increased by 50%. Take this twice to increase them by 100%.
- Plot Fueled Mutations – You may change one of your Mutations, or a Mutation applied to another, at any time for a Plot Point.
- Welcome to the Jungle - When in combat in a space considered Concrete Jungle, you regain HP equal to half your Vitality and MP equal to half your Energy at the beginning of each of your turns.
- Trailblazer - All allies within 60ft of you, who are also in your Concrete Jungle area, also gain +1 Defense.
- Hitchhiker - All areas outside of an urban city, including small villages and towns, are considered spaces in which Concrete Jungle is active.
- Deforestation - On your turn, if you are inside of a Concrete Jungle area, you may choose to 'deforest' that area as a Movement action. Doing so heals you and all allies inside of that area for a number of HP equal to your Power, and recovers a number up to half your Vitality of Uses of Damage Reduction.
- Mutate Into Animal – (Lifeweaver Only) - You may transform into an animal that you have mutated before. Your GM may alter your character's stats while in this form.
- Varied Outfits – (Shapeshifter Only) - You may take an additional MonsterForm Transformation. Take this twice for a second additional MonsterForm.
- Return to Normal – (Shapeshifter Only) - When returning to normal from a MonsterForm shape, the Difficulty of your Life Roll is now 7; take this twice for it to be 6.

----- Mutations Chart -----

=Positive Mutations=

- Thick Skin - 1Pwr | 1MP - Your skin becomes thicker, like leather, but still feels the same to the touch. Your Defense cannot be lower than an 8 unless you assume a Monster Form.
- Primal Scent - 1Pwr | 2MP - Your nose takes on an anthropomorphic shape. All Perception Rolls towards smell have Advantage
- Feral Hearing - 1Pwr | 3MP - Your ears take on a lycanthrope-like form. All Perception Rolls towards hearing have Advantage.

- Lupine Awareness - 1Pwr | 3MP - The hairs on your skin become extremely sensitive. You can no longer be caught by surprise unless by magical means (i.e. Invisibility)
- Gills - 1Pwr | 3MP - A set of slits form on the sides of your neck. You can now breathe underwater.
- Silent Steps - 1Pwr | 3MP - The soles of your feet grow a layer of extra-soft cushioning. You have Advantage on all Finesse Rolls made towards Stealth
- Fluid Attribute - 1Pwr | 4MP - Increase one of your Core Attributes by 1. Do not affect any other scores on your sheet when you do this.
- Tail - 2Pwr | 3MP - 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 Advantage to Rolls made towards using it.
- Second Heart - 2Pwr | 4MP - You grow a second heart that beats in tandem with your first. 1's no longer remove successes from Life Rolls that add Strikes to Difficulties
- Eagle Vision - 2Pwr | 4MP - 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.
- Fangs - 3Pwr | 2MP - As a Melee Attack, you now have the option to bite a target. In addition to your normal attack, your bite poison the target if they fail a Vitality Roll (Dif 8)
- Jellicle Cat - 3Pwr | 4MP - Your muscles firm up around your calves and thighs, giving them a feline athletic build. You add +10 to your Speed
- Night Vision - 3Pwr | 4MP - 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.
- Thermal Vision - 3Pwr | 5MP - Your eyes transform into those of a snake. You can see heat signatures up to 40ft away, even through walls.
- Spider Fingers - 3Pwr | 5MP - Your hands form gripping hairs along their palms and fingertips. You have Advantage on all Athleticism Rolls made towards climbing
- Claws - 4Pwr | 5MP - Your nails turn into hardened, pointed claws. Unarmed Melee Attacks now deal Slashing damage, let you roll 150% the normal amount of dice, and you may add +1 success to Melee attacks made with them that deal damage.
- Poison Skin - 4Pwr | 5MP - Your skin turns a sea-sickly shade and secretes poisonous oil. Any human that touches your bare skin with theirs becomes poisoned.
- Demonic Pupils - 4Pwr | 5MP - Your eyes turn a bright red as magical presence becomes more apparent to you. You may utilize the "Demonic" quality of your Perception while this is active, granting you the ability to perceive demonic activity within people and the world.

=Negative Mutations=

- Mute - 2MP - Seals the target's lips together, making audible speech impossible. That character is unable to communicate vocally, and any ability or skill that might require speech cannot be performed.
- Distort Beauty - 3MP - Changes the shape of the target's face into an ugly warped form. All Charisma Rolls have Disadvantage, and if that character sees their own face, they must succeed a Sanity roll (Dif 7+Strikes) or take a Strike on their Sanity.
- Nausea - 3MP - Churns the target's stomach to induce nausea. The target becomes poisoned if it fails to achieve 3 successes on a Vitality Roll (Dif 8) and takes Poison damage equal to 25% your Power. The Poisoned condition persists, but the 3MP cost can be repeated at the beginning of each of their turns to deal the damage again at that time.
- Festering Odor - 4MP - Causes the target to stink profusely. The target, and anyone within 30ft of him/her, must achieve 3 successes on a Vitality Roll (Dif 6) or become poisoned until the mutation ends.
- Sudden Density Shift - 5MP - Multiplies the density of a target by 200%. The target's Agility becomes 1 and the target's speed is halved until the mutation ends.
- Sweat to Glue - 5MP - Causes the target's skin to secrete very sticky oil from their skin, causing everything they touch with their bare skin impossible to detach until the mutation ends. Any weapon they have equipped cannot be unequipped or reloaded. Any object they are holding cannot be let go of or thrown. Any solid surface they touch with bare hands adheres them to that surface. Any gear they are wearing becomes stuck in that place on their body. Lastly, any other character that is touched by this character's bare flesh becomes Grappled, and can only be removed by succeeding a Strength roll (Dif 9).

- Flailing - 5MP - Causes the character to lose control of their motor functions, as they spiral into sporadic and random movements. Your GM will determine what occurs, based off the successes the target gets on his/her Mind Roll (Dif 8).
- Arms to Tentacles - 5MP - Transforms the target's arms into prehensile tentacles, tipped with fleshy tapered blunt 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.
- Fused Legs - 6MP - Melds the target's legs together, making walking impossible. The target falls prone if it fails to achieve 3 successes on a Dexterity Roll (Dif 8). The target can crawl but cannot walk or run. The target's Speed is 5ft.
- Mind Screw - 6MP - Warps the target's mind into hallucinating terrible things. The target takes a strike on its Sanity if your Power, plus the number of successes on this attack, is higher than the target's Sanity Threshold. While the Mutation is in effect, the character must pass a Sanity Roll (Dif 7+Strikes) or forfeit their turn in combat.
- Blind - 6MP - Seals the target's eyelids shut, making vision impossible. All Perception Rolls involving sight immediately fail. All Attacks have two Ranks of Disadvantage, all Ranged and Magic Attacks have an effective score of 1, and Defense suffers -2 for the duration (minimum of 6).
- Body to Ooze - 6MP - Transforms a solid body into a blob of semi-opaque red viscous liquid until the mutation ends. The target has Disadvantage on all rolls and cannot jump, leap, or otherwise climb off the surface s/he is on. All Armor currently worn by the target is unequipped.

=Plant Mutations=

- Plant Perception - 1MP - Choose a plant within 100ft of you. You can see, hear, smell, and touch, whatever you could from this plant's location, as if it had Human quality perception. This can be through their branches, trunk, or roots.
- Extreme Growth - 2MP - You cause a plant within 100ft of you to grow rapidly and animate. The plant immediately becomes one size larger than it is, impeding progress through it, imposing difficult terrain on all enemies that pass within 10ft of its central location.
- Vine Strike - 4MP - You cause a plant within 100ft of you to grow two vine-like tentacles, swinging at any target within 15ft of the plant the GM chooses on your turn. Each tentacle attacks with your Melee Attack Score and deals Slashing damage equal to half your Power upon any success.
- Acid Bomb - 5MP - You cause a plant within 100ft of you to explode in a mass of organic toxins. This destroys the plant in the process. The blast radius is 5ft, plus 5ft for every size larger than Tiny that it is. Everyone in that area must Roll a Dexterity Roll (Dif 8); they take Poison damage equal to your Power if they fail. They take half that if they succeed.
- Pollen Bomb - 6MP - 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 your Power if they fail to achieve 3 successes and suffer one of the following effects:
 - They fall asleep if they fail a Life Roll (Dif 8)
 - They suffer a Negative Mutation of your choice if they fail a Vitality Roll (Dif 8)
 - They cannot use any ability that costs MP if they fail an Energy Roll (Dif 8)
 - The target uses their next movement action in a manner of your choosing if they fail a Mind Roll (Dif.8)
 They take half that and suffer no effects if they succeed.

=Animal Mutations=

- Dire Growth - 5MP - Choose an animal within your Concrete Jungle area, or one you can touch. This animal instantly grows one size larger, gains 10 Max Health, and rolls +50% dice when it attacks.
- Human Hand - 3MP - Choose an animal within your Concrete Jungle area, or one you can touch. This animal grows a human arm upwards from its spine, proportional to its size. This arm can wield any one-handed weapon and attack with it using your Attack scores.
- Pact Tactics - 3MP - Choose an animal within your Concrete Jungle area, or one you can touch. This animal may roll its attacks with Advantage, so long as another animal under your control is also within melee range of your target.
- Terrain Sync - 1MP - Choose an animal within your Concrete Jungle area, or one you can touch. This animal ignores all difficult terrain and can mount over half cover without needing to expend extra movement or succeed any roll.
- Demonic Sight - 2MP - Choose an animal within your Concrete Jungle area, or one you can touch. This animal can perceive spectral or demonic entities that might be invisible to the naked eye.

- Venomous Bite - 3MP - Choose an animal within your Concrete Jungle area, or one you can touch. This animal can now perform a bite as their Melee attack, growing a mutated fanged maw if they lack an appropriate mouth to do so with. Doing so leaves the target poisoned if they fail to achieve 3 successes on a Vitality Roll (Dif 8).
- Mutate Paws - 4MP - Choose an animal within your Concrete Jungle area, or one you can touch. This animal now gains either a Climbing speed or a Swimming speed equal to their normal speed.

=Master Mutations=

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

----- MonsterForms -----

Drider	+10 Temp HP	35ft Climb	8 Defense
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=Level 1=

- You can climb and walk on walls, ceilings, and across webs without hindrance
- You can perform an additional unarmed melee attack with one of your legs on your attack action. They have a +2 to their Attack and your leg can strike a different target than your weapons, if you choose. If combined with another attack on a single target, simply add +3 dice to your overall Attack roll.
- Your exoskeleton has +3 Damage Reduction from all Physical damage, as well as Lightning damage, but you take +3 damage from Fire and Acid damage sources.

=Level 2=

- Attacking a second target with your legs lets you roll 150% your normal dice for the Attack roll, with +2 dice on top of that.
- Instead of attacking with your legs, you may choose to attack with a bite. This is an Athleticism Melee Attack that has +2 dice to its rolls and adds 3 poison damage on a hit. This attack also leaves the target poisoned if they fail to achieve 3 successes on a Vitality Roll (Dif 8).
- Instead of attacking with your legs, you may choose to shoot a glob of webbing out of your thorax. Roll a Finesse Ranged Attack against a single target up to 40ft from you. If you are successful, they take bludgeoning damage and become restrained until the end of their next turn.

=Strike=

- For 5MP, as an Attack action, you can shoot thick webbing out of your thorax. Choose a spot you can see within 40ft of you. Your webs cover a 15ftX15ft area centered on that spot. Don't roll an Attack, instead, target(s) in that area must Roll a Dexterity Roll (Dif 8); they become restrained if they fail to reach 3 successes. If they achieve no successes at all, they take poison damage equal to your Vitality. This roll must be made at the beginning of each of their turns in which they start within the webbed area.

=Mastery=

- When using your MonsterForm Strike, you now choose a spot you can see within 100ft, it now covers a 25ftX25ft area in webbing, and the Difficulty to avoid being restrained or poisoned is now 9.
- When you attack with a bite, you now regain HP equal to the damage dealt
- When you are walking on walls and ceilings, you roll all Attack Rolls with Advantage, and all Attacks towards you are rolled with Disadvantage
- Your exoskeleton now also halves all Ballistic damage. Do this reduction before applying any Damage Reduction that might come from your sheet.

=Devastation Move- Arachnophobia=

Upon activation, all enemies within 100ft that can see you make a Sanity Roll (Dif 7+Strikes). They take a strike on their Sanity and are frightened of you if they fail. Regardless of the outcome, you create a 45x45ft area of webbing. This area is centered on yourself if you are standing on a floor, or can be positioned at will if you are standing on a ceiling or wall so long as you are standing in the area after placement. Targets follow the same rules as your Strike attack, but also take 1 Demonic damage at the end of each of their turns where they are standing in your webbing. Lastly, once per turn as a free action, a tiny demon spider emerges from your thorax. This spider has a speed of 50ft and can move unhindered on your webbing, but only on your webbing. It has a Defense of 10 and a Max Health of 1. It performs its moves on your turn. As an attack action, the spider can self destruct, dealing Poison damage equal to half your Vitality and leaving the target poisoned if they fail to achieve 3 successes on a Vitality Roll (Dif 8).

Naga - +5 Temp HP 40ft Speed 8 Defense

=Level 1=

- You can lunge forward in a straight line up to 10ft towards an attackable target as a free action so long as you perform a Melee attack immediately after.
- You can see thermal signatures up to 60ft away, even through walls
- Instead of attacking with your weapons, you may choose to attack with a bite. This is an Athleticism Melee attack that has +2 dice and deals its damage as Poison damage. This attack also leaves the target poisoned if they fail to achieve 3 successes on a Vitality Roll (Dif 8), causing them to take 1 poison damage at the beginning of each of their turns until cured, or combat ends.
- You add +1 success to Finesse Rolls towards Stealth and +1 successes to Strength Rolls towards Grappling
- Grappled targets take 1 Bludgeoning damage at the start of each of their turns when grappled by you in this form.

=Level 2=

- You gain +2 dice and +1 successes 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 for free.
- You can now lunge forward up to 15ft, following the same rules above.
- You can see thermal signatures up to 120ft away, even through walls
- You add +2 to Finesse Rolls towards Stealth and +2 to Grappling
- Whenever you Grapple a target, they are effectively incapacitated and cannot take any actions other than attempting to break free

=Strike=

- For 4MP, you spray a thin stream of potent venom from your fangs. Choose a target you can see within 75ft. Make a Finesse Ranged Attack and deal Acid damage normally. On top of that, if you succeed the roll with at least 2 successes, the target becomes poisoned as if bit.

=Mastery=

- You now see thermal signatures up to 240ft away, even through walls
- All Perception Rolls towards detecting you have Disadvantage
- You may now lunge without the requirement of making a Melee Attack afterwards
- When using your MonsterForm Strike, you may choose to shoot a mix of reactant chemicals instead of poisonous acid. They ignite into a bout of flames upon touching one another. If you attack this way, choose a target you can see within 75ft. If you succeed a Finesse Ranged Attack with at least 2 successes, the target takes Fire damage equal to your Vitality, and there is a 10% chance that they are engulfed in flames afterwards.

=Devastation Move- Medusa Glare=

Upon activation, all enemies within a 100ft cone that can see you make a Sanity Roll (Dif 7+Strikes). They take a strike on their Sanity and are petrified if they fail. This can be repeated as an Attack action on any of your subsequent turns during this

instance of combat, but targets that have already succeeded their Sanity roll, or have been petrified at least once, are unaffected. In addition, and Poison or Acid damage you deal from attacks associated with this MonsterForm that hit add +3 successes.

Centaur - +10 Temp HP 50ft Speed 7 Defense

=Level 1=

- Upon transformation, you may reroll your Initiative with +2 dice and Advantage. Restructure your next and following turns in combat accordingly after this turn.
- Your form allows for a medium-sized hominid-shaped ally to ride you as a mount
- Instead of attacking with your weapons, you may choose to attack with a kick. This is an Athleticism Melee Attack that adds bludgeoning damage equal to half your Athleticism on a successful hit. This attack also knocks the target backwards 10ft if they fail to achieve 3 successes on a Strength Roll (Dif 8).
- You add +1 to Agility Rolls pertaining to raw speed

=Level 2=

- When you run as a full action, the height and distance you can jump is multiplied by 2
- Your kicks now add Bludgeoning damage equal to your Strength on a hit and knock targets backwards 20ft
- 1's no longer remove successes from any Agility Rolls pertaining to raw speed
- You are no longer hindered by any difficult terrain
- If you move at least 25ft towards a target in a straight-ish line, so long as the target isn't larger than you, you can continue to move through the target, trampling them. This attack is an Athleticism Melee attack that adds Bludgeoning damage equal to your Athleticism. This also knocks the target prone if they fail to achieve 3 successes on a Strength Roll (Dif 8). Your character stops in front of the target if they succeed.

=Strike=

- for 5MP, you stomp your hooves on the ground, creating a powerful earth-shattering quake in a 40ft cone in front of you. Target(s) in that area must Roll a Dexterity Roll (Dif 8); they are knocked prone and take Bludgeoning damage equal to your Athleticism if they fail to achieve 3 successes. They take half that and are not prone if they succeed.

=Mastery=

- You may now perform a kick as well as attack with your weapons during your attack action
- Your kicks now add +2 successes and knock targets backwards 25ft
- You move an additional distance equal to your Speed when you run as a full action
- You may now trample targets that are larger than you. The difficulty of their Strength Roll is decreased by 1 for every size category they are above you

=Devastation Move- Demonic Hussar=

Upon Activation, you are moved to the very top of initiative. Make an Agility Roll (Dif 7). Every 3 successes adds +1 Defense until the end of combat. In addition, you may now perform a kick or MonsterForm Strike as well as attack with your weapons during your attack action. Lastly, any movement whatsoever allows you to trigger a 'trample' attack on any target you move through. This can be applied to any target within Melee range of you as well, so long as you are wielding a Melee weapon.

Merfolk - +5 Temp HP 40ft Swim 7 Defense

=Level 1=

- You can now breathe underwater, and you no longer need to roll Athleticism to maintain yourself swimming
- Your amphibious body has +3 Damage Reduction from Fire, Cold, and Acid damage but takes +3 damage from Lightning and Poison damage sources

- When you are emmersed in water, you add +1 dice to your Attacks and +1 to your Defense, so long as you are not carrying or assisting anyone and you are not encumbered. Otherwise, refer to your normal speed.

- Instead of attacking with your weapons, you may spray a stream of water from your mouth at any target you can see within 40ft. This is a Finesse Ranged Attack that deals bludgeoning damage. It leaves the target drenched afterwards if it hits. Once you do this, you must ingest a gallon of water from a water source before you can do it again; this is a movement action if done on land, and a free action when done while swimming.

=Level 2=

- When you are emmersed in water, you have 50ft of Swim Speed and you may now add your bonuses when you are carrying or assisting another to swim.

- When you attack with your stream of water, you may spend 2 MP while on land to magically refill your body with the water needed to perform the attack again; this is a free action.

- When attacking a target that is drenched, that target loses a Use of its Damage reduction when you hit. The target is also is unable to apply any Damage Reduction to the attack.

=Strike=

- For 3MP, you can magically move water that exists on the battlefield. You may move up to 15 cubic feet of water (about 150 gallons, or 0.42 metric tonnes) that you can see, that is exposed, and that is up to 100ft away. You may move it a distance equal to your Energy Attribute, times 10ft. The end shape of your attack can cover 27 5x5ft squares in water, in any conjoined shape you wish. Target(s) in that area must Roll a Dexterity Roll (Dif 8); they take 3 Bludgeoning damage for each 5 cubic feet that strikes or passes through them if they fail to achieve 3 successes. They take 25% of that if they succeed. They are drenched afterwards, regardless.

=Mastery=

- When you are emmersed in water, you now add +2 dice to your Attack instead of +1, +2 Defense instead of +1, and have 60ft of Swim Speed.

- Your amphibious body has +6 Damage Reduction from Fire, Cold, and Acid damage instead of +3.

- When you attack with your stream of water, you may attack any target you can see up to 100ft away.

- You may now use your MonsterForm Strike to manipulate objects in a body of water, as well as the body of water itself. All targets are immediately Grappled if you choose. You may continue to pay the MP Cost to maintain this.

=Devastation Move- Biblical Flood=

Upon activation, any present water multiplies, their surface levels rising in the battlefield by 3ft every round of initiative. If there is no water on the battlefield, the GM must state any and all locations (at least two locations) where water can come pouring in from to simulate this effect. The water continues to rise in this manner, up to a maximum of 15ft of increased height, until the end of combat.

Werewolf - +0 Temp HP 35ft Speed 7 Defense

=Level 1=

- You can perform two Unarmed Melee Attacks with your claws on your Attack action if you have no weapons equipped. Roll 200% the normal amount of dice as you would if you had the Double Strike Human Skill. Add +1 success for every 3 success you naturally get when attacking this way.

- You gain Advantage on all Perception Rolls, and can see in the dark up to 90ft away

=Level 2=

- Starting at the beginning of your transformation, so long as you damage someone on your turn, you regain HP equal to half your Vitality at the end of your turn. You must repeat this on every subsequent round of combat, or else the effect ends and cannot be restarted.

- If you have no weapons equipped, you may run on all fours, bringing your speed to 45ft.

- When attacking a target with your claws, that target loses a Use of its Damage reduction when you hit. The target is also is unable to apply any Damage Reduction to the attack.

=Strike=

- For 2MP, as a Movement Action, you howl into the sky. All enemies within 45ft that can see you make a Sanity Roll (Dif 7+Strikes). They are frightened of you if they fail.

=Mastery=

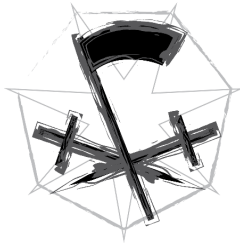
- You can now see in the dark up to 180ft away.

- You attack with Advantage if there is an ally also within Melee range of your target.

- When attacking a target with your claws, you now also incorporate biting into the attack. You now add +1 success for every 2 successes you naturally achieve, rather than every 3. In addition, you automatically grapple any target you damage if the target fails to achieve 3 successes on a Strength Roll (Dif 8).

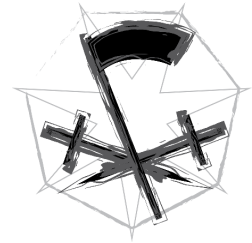
=Devastation Move- Primal Fury=

As a Full Round action, you can move in a straight-ish line towards a target you can see up to 150% your Speed in order to strike it with a Melee Attack. If that attack is a success, you may move again, in a straight-ish line towards a new target up to 100% your speed. If that attack is a success, you may move a third time, in a straight-ish line towards a new target up to 50% your speed. You may do this an unlimited number of times afterward this, so long as you're moving no more than 50% your speed and attacking a new target each time. This will end your turn afterwards.



Erinyes

Being Demontouched by an Erinyes is to be Olympian athleticism incarnate. It is to be the master of combat through technique, strategy, and the application of physical dominance. Whether you use these skills to become an elite soldier, or to lead a squad of your closest allies into the fray, your presence in battle is to be ignored at the enemy's folly.



Your Defense starts at 7 and you add your Vitality when calculating Max HP. Additionally, you gain +1 success to all non-combat Athleticism rolls.

----- Demonic Skills -----

1. Favorite Gear - Pick one type of weapon and one type of armor to become your Favorite Weapon and Favorite Armor. The type of weapon you chose grants +1 die and +1 success on a hit when wielded in combat. In addition, you apply the 'technique' effect of that weapon to your attacks. The type of armor you chose gains +1 DR to each of the types of damage it provides DR for, as well as +2 Uses of Damage Reduction.

2. Wound - When you damage a target, that target becomes 'Wounded'. Attacks made by your allies that hit any Wounded target gain +1 success. This condition lasts until the beginning of your next turn.

3. Fight Clubs - Player may apply Fight Clubs to their character, offering passive benefits and activatable abilities.

== PATHS == (Choose a Demonic Path; going forward, you receive only the skill associated with that path)

= CO = Commander - Strengthen your allies and yourself in combat

= DK = Death Knight - Fuel your powers with the prospect of glory

4. CO - Standard Bearer - Twice per round, you may add +1 Success to any roll that is successful made by an ally within 40ft. of you. You can do this three times per round starting at Level 7, 4 times at Level 10, and 5 times at Level 13.

DK - Serrated Wounds - When hitting Wounded targets, you add +1 success to your attacks as well as your ally's attacks. In addition, Wounds now last for an additional turn.

5. CO - Valkyrie's Cry - Devastation Move - All allies within your Standard Bearer Range instantly regains HP equal to your Power, and adds a number of successes equal to half your Power to their next attack if it hits. You regain HP and successes equal to the number of allies affected this way. This can be done at any point in combat, even if it's not your turn.

DK - Valkyrie's Fury - Devastation Move - Declare you are using Valkyrie's Fury before you make an attack roll with a Favorite Weapon. If that attack is successful, you add a number of successes equal to your Power to that attack.

6. CO - Broad Standard - At any time, you may spend 3MP. One ally within range of your Standard Bearer skill regains HP equal to your Strength. You may only do this once per round.

DK - Sprint Attack - If you can move in a relatively straight line towards your target, you may move at 200% your movement speed to get to it, then perform a Melee Attack. This will end your turn if you do this. Alternatively, you may move in a straight-ish line to a point, moving at 150% your movement speed to get to it, performing a Thrown or Ranged attack at any point inside that distance. You cannot do this again until you spend a round in combat not moving, or combat ends.

7. CO - Motivating Wounds - Whenever an ally damages a Wounded target, they recover HP equal to 25% your Strength, rounding up.

DK - Bleeding Wounds - Wounded targets take 1 Demonic damage at the start of their turn, so long as they are Wounded.

8. BOTH - Really Favorite Gear - Favorite Weapons now grant +2 dice and +2 successes on hit. Favorite Armor grants an additional +1DR to all Damage Reduction types it normally offers, as well as +2DR for an additional type you may choose. This type can be set at the beginning of any in-game day when the armor is donned but is forfeited if the armor is doffed until the next day.

9. CO - High Standard - You may add +2 successes to an ally's successful roll through Standard Bearer, instead of one.

DK - Acclaimed Fighter - You may have two Fight Clubs active at the same time. Additionally, Wounds now last for an additional turn.

10. CO - Rally Point - For 3MP, you plant a point on the battlefield. Your Standard Bearer's range extends out from both you, and redundantly from this point as well. A Rally point disappears after three rounds, or if another Rally point is placed.

DK - Insane Wounds - When a target is Wounded, if the number of successes achieved on an attack made on them exceeds their Sanity, they take a strike on their Sanity.

11. CO - Hardened Standard - At the beginning of your turn, select an ally within your Standard Bearer Range. That ally gains +1 Defense while they remain in your Standard Range, or until you pick another ally.

DK - Grievous Wounds - Wounded targets suffer Disadvantage on their attack rolls, so long as they are wounded.

12. BOTH - Extremely Favorite Gear - All attacks made with Favorite Weapons have Advantage, and can never have Disadvantage.

13. CO - Setting the Standard - Add +1 dice to your Attack rolls for every ally within your Standard Bearer range. Additionally, choose an ally: that ally regains HP equal to the number of allies inside your Standard Bearer range, including yourself and their self.

DK - I Am The Knight - If you miss with an attack, you can choose to hit instead. Roll a single die: that is the number of successes it receives. Afterwards, you cannot do this again until, at the beginning of your next turn(s), you achieve a 6 or higher on a single die. Roll this each and every turn until this ability recharges. Additionally, Wounds now last for an additional turn.

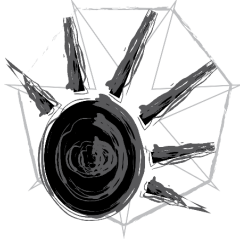
----- Passives ----- (Take one at Level 2 and another at Level 8)

- Valkyrie's Stance - When you attack with a non-firearm Ranged weapon, you may use your Athleticism to roll Ranged attacks with the weapon instead of the declared Attribute. You also gain +1 to the Attack roll.
- Favorite Style - When rolling to attack with your Favorite Weapon, the Difficulty you roll against is always 1 lower than it should be.
- Elemental Wounds - You may choose to change the damage type of your attack from its standard type, to an elemental type of your choice.
- Picking Favorites - Choose an additional weapon type and armor type to consider 'favorites'. Take this twice to choose an additional two weapons and two armor, for a total of three of each.
- Swoon'ded - Targets that are Wounded by you suffer Disadvantage on on Charisma rolls they make.
- Nom De Wound - When you successfully hit a Wounded target, you regain 1MP.
- Shield Proficiency - Shields wielded by you add +3 damage reduction to all types of damage except Demonic. Furthermore, if you have the 'Shortstack' Complication, you ignore the rule pertaining to shields.
- Widened Standard - (Commander Only) - Your Standard Bearer skill now covers 70ft, instead of 40. Take this twice to cover 150ft.
- Vengeance Best Served... - (Death Knight Only) - When attacking a Wounded target, you may choose to have your attack deal damage as an elemental damage, other than its usual physical damage. Once this choice is made, you cannot change that type until a Wounded target dies.

----- Fight Clubs -----

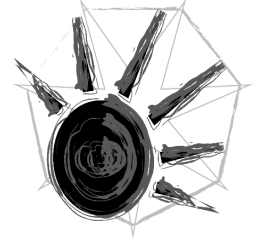
- Tutor - Passive: All melee attacks made by allies against targets within 5ft of you have Advantage.
 - For 2MP: When you hit a target, they must achieve 3 successes on a Vitality Saving Roll, or be blinded for 1 minute.
- Clincher - You are considered to be actively using half-cover whenever grappling an enemy the same size as you, or larger.
 - For 2MP: If you are grappling a creature, roll 1 die and add your Strength Score to it. If this outcome is higher than the creature's Power, they fall unconscious.
- Bedeviler - Instead of attacking with your weapons, you may choose to mock a target that can see and hear you within 45ft. That target takes Psychic damage equal to half your Energy score and suffers Disadvantage on their attacks until the end of its next turn if they fail to achieve 3 successes on a Mind roll (Dif 8).
 - For 2MP: Your mockery enrages an enemy into attacking you. If the target fails to achieve 3 successes on a Mind roll (Dif 8), they must use their movement to advance towards you and attack, which is done at Disadvantage.
- Hardhitter - All 10s achieved during attack rolls grant an additional bonus die. A maximum of 2 naturally rolled dice may receive this bonus.

- For 1MP each: Reroll a die you used for an attack roll and use the new outcome instead of its previous outcome. You may apply the effect stated above to these new outcomes.
- Locker - Your Speed is not reduced when you have a target grappled, and they have Disadvantage when trying to escape.
 - For 3MP: When a ranged attack is made against you while grappling a target, that attack strikes your grappled target instead of you, dealing half the expected amount of damage to that target.
- Bruiser - You gain +1 to Defense, as well as +2 DR to one type of damage of your choice.
 - For 2MP: You may perform an Attack of Opportunity immediately after taking damage from a target who hits you with a melee attack.
- Wrestler - Melee attacks made while prone suffer no penalties.
 - For 2MP: When making an Attack of Opportunity, you force your target prone if you hit.
- Scrapper - The number of successes you need to achieve on Saving Rolls from effects imposed by non-magical attacks is lowered by 1. This number becomes 2 at Level 6 and 3 at Level 13.
 - For 2MP: Until the beginning of your next turn, you no longer provoke attacks of opportunity.
- Spinner - You may utilize the 'technique' of your weapon, regardless if it is a Favorite Weapon or not.
 - For 2MP: As a full-round action, your character may perform one Melee Attack to every target within striking range if there is more than one.
- Stalker - You gain +1 die to Finesse rolls made towards stealth. This number becomes +2 at Level 7 and +3 at Level 13.
 - For 2MP: If you would gain Advantage due to a condition a target is suffering from, or if a foe of that target is within 5ft of them, add +2 dice to your attack rolls.
- Tusler - All foes have Disadvantage on Attacks of Opportunity made towards you, and you can rise from prone with only 5ft of movement.
 - For 1MP: Ranged attacks made against you lose 1 success until the start of your next turn.
- Mobster - Attacks made with a Firearm, including Pistol-Whipping or Rifle-Butting, gain +1 die.
 - For 3MP: If you have a target grappled and you are wielding a one-handed Firearm, you may shoot the target. Do not roll to attack: simply roll 1 die. That is the number of successes your attack achieves.
- Archer - Attacks made with a Non-Firearm Ranged Weapon gain +1 die and you ignore bonuses that targets receive from half cover.
 - For 1MP: Before you attack with a Non-Firearm Ranged Weapon, if you roll at least 4 dice for the attack, you may choose to roll 3 fewer dice than normal. If your attack still hits the target, you gain +5 successes on that attack.
- Darter - Attacks made with a Thrown Weapon gain +1 die and have their Range increment increased by 5ft.
 - For 1MP: You manifest a tavern throwing dart in your hand, ready to attack with. Your next Thrown Attack made with this weapon gains +1 dice and +1 success on a hit.
- Witcher - The number of successes you need to achieve on Saving Rolls from effects imposed by magical attacks and spells is lowered by 1. This number becomes 2 at Level 6 and 3 at Level 13.
 - For 1MP: Magic attacks made against you lose 1 success until the start of your next turn.
- Buckler - If you have a shield equipped, you may attack with it as if you are wielding another one-handed weapon. You do not need the 'Ambidexterity' Human Skill to do this, but you receive its bonuses. This is an Athleticism Melee attack that adds no extra dice or successes.
 - For 2MP: You may make a Thrown Attack with this shield. It gains +1 dice and +1 success on a hit. For an additional 1MP, you can teleport the shield immediately back into your hand.
- Defender - If you are wielding a shield, half cover is always treated as full cover.
 - For 1MP: You gain +1 die to Athleticism, Dexterity, and Agility rolls made towards movement or overcoming obstacles.



Fallen Angel

Being Demontouched by a Fallen Angel is not necessarily an alignment with what is benevolent or pure. Rather, it is demonic connection with light as a morally-neutral element, accessing its power to both heal and harm those around you. Your skills will bolster you past limits thought unsurpassable before. Applied the right way, and both you and your allies will benefit greatly from this obscure righteous magic.



Your Defense starts at 7 and you add your Strength when calculating Max HP. Additionally, you gain +1 to your Initiative and +5ft to your Speed.

----- Demonic Skills -----

1. Healing Touch - You gain a pool of 'healing points' equal to Power + Strength. You can heal either yourself or an ally via touch as your movement action by spending these points. You heal 2 HP per point spent this way. You choose the exact number of HP you heal, saving the rest of your points for later. You regain all your points after a long rest. Additionally, you may cure a status effect like 'poisoned' or 'charmed' via touch by spending 3 of these points.

2. Inspire - If an ally is within 40ft of you, and you are not stunned or incapacitated, they may add your Power to the numerical outcome of their lowest die in any roll they make. Dice that reach a 10 this way do not grant bonus dice, but dice that are brought higher than a number that would remove a success no longer do so. When you reach Level 6, this number is distributed evenly among the two lowest dice in the roll. When you reach Level 11, this number is distributed evenly among the lowest three dice.

3. Solar Flare - Your weapon glows with light when swung or fired. When you deal damage with a Melee, Thrown, or Ranged attack; invisible targets and objects, as well as targets and objects in other parallel planes, within 20ft of you are revealed to you and your allies until the start of your next turn. Out of combat, this effect lasts for a minute, and can be performed by rolling a Life Roll (Dif 7) and achieving 3 successes.

== PATHS == (Choose a Demonic Path; going forward, you receive only the skill associated with that path)

= SU = Sunshine - Heal your party and provide speed and accuracy buffs

= EC = Eclipse - Heal your party while hindering your enemies

4. SU - Light Speed - Your deft movement grants you +1 Defense, so long as you are not stunned, paralyzed, or incapacitated. Additionally, for 2MP, you or an ally within 40ft can perform either an extra movement action or an extra reaction. You, or they, can only benefit from one additional movement action, or one additional reaction, per turn, and you can only bestow one of each per round.

EC - Hindering Flare - When you deal damage with a Melee, Thrown, or Ranged attack, your glowing weapon flashes rapidly in a debilitating way. If your target is within 40ft of you, your target must make a Dexterity Roll (Dif 7) and achieve 3 successes, or be blinded until the beginning of your next turn.

5. SU - Supernova - Devestation Move - While in combat, you and your allies regain 1 HP at the start of each of their turns, every turn, until combat ends. This becomes 2 HP at Level 9 and 3 HP at Level 13.

EC - Blood Moon - Devestation Move - While in combat, whenever you or your allies attack, the attacker regains HP equal to half of the damage dealt by that attack. This occurs until combat ends.

6. BOTH - Healing Aura - For 5 'Healing Touch' points, as a movement action, make a Life Roll (Dif 7). Every success achieved this way heals 2 HP to you and every ally within 40ft of you.

7. SU - Signal Flare - When you deal damage with a Melee, Thrown, or Ranged attack; until the start of your next turn, all allies who attempt to attack that target add +2 dice to their attack rolls. This number becomes +3 dice at Level 10 and +4 dice at Level 13.

EC - Cleansing Flare - When you deal damage with a Melee, Thrown, or Ranged attack, if your target is within 40ft of you, your target must make an Energy Roll (Dif 7) and achieve 3 successes, or lose all magical benefits from Demonic Skills until the beginning of your next turn.

8. SU - Enlightened Speed - You gain +1 to Initiative. Additionally, all allies that start combat within 40ft of you gain +1 Initiative and +5ft speed until the end of your second turn in combat. Lastly, when you use Light Speed on an ally, they gain +5ft speed,

but it cannot stack with the +5ft Speed granted during the duration of this ability.

EC - Wax and Wane - For 5MP, if you deal damage on your next attack, that target suffers Disadvantage on all of its rolls until the start of your next turn. Additionally, you gain 1MP for each point of damage you deal with this attack, but you must spend the 5MP cost for this move first.

9. BOTH - Righteousness - For every ally at Maximum HP within 40ft of you, you add +1 success to attacks that deal damage, to a maximum of +6.

10. BOTH - Auto-Life - One per in-game day, for 5MP, you may remove a strike from your Life Force, or from an ally's who you can touch.

11. SU - Warming Flare - When you deal damage with a Melee, Thrown, or Ranged attack; until the start of your next turn, all allies who attempt to attack that target gain 2HP.

EC - Darkened Flare - Whenever you, or an ally within 40ft of you, makes an Attack of Opportunity; apply all effects of any ability with 'Flare' in its name.

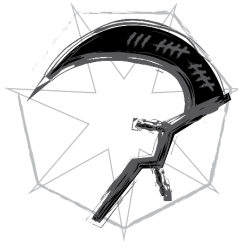
12. BOTH - Inspired for Greatness - Whenever an ally benefits from your Inspire ability, you may spend 2MP to also give that roll Advantage.

13. SU - Aurora Borealis - Once per in-game day, for 5 MP, during combat, you may flood the entire battlefield with light that seems to pause time. Everything stops, and either your character or a character within 40ft of you 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 - Aurora Australis - Once per in-game day during combat, for 5MP, you flood the battlefield with glowing power that seems to cripple your enemies. This can be done at any moment within combat, so long as you aren't paralyzed or incapacitated. All rolls made by your enemies, for one round of combat, gain two ranks of Disadvantage.

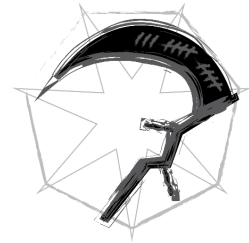
----- Passives ----- (Take one at Level 2 and another at Level 8)

- Improve Inspire - Dice that are increased by Inspire to the point that they grant Bonus Dice now do so.
- Healer - Healing Aura now heals 3HP per success and Healing Touch now uses a number of HP equal to 2x your Power for the pool. Take this twice to allow Auto-Life to be performed twice per in-game day once you receive it at Level 10.
- Faster Than Light - For every 3 points in Agility you have, you add +5ft to your Speed. This stacks with the 'Sprinter' Human Skill if you have taken it.
- Sun Shield - If you choose the Sunshine Path, and it is daytime, you receive +1 Defense and +5 to your Sanity Threshold. If you choose the Eclipse Path, and it is nighttime, you receive +1 Defense and deal an additional 2 Demonic damage when you hit a target. Regardless (or if you are not Level 4 yet), you gain +2 Uses of Damage Reduction.
- Flare Gun - All 'Flare' abilities now also apply to Magic attacks. Additionally, for 2MP, you may point your finger at an enemy and launch a beam of light at them. This beam is a Magic Attack that gains +1 success at Level 4, +2 at Level 7, +3 at Level 10, +4 at Level 13.
- Molten Flare - When you deal damage with an attack that has Flare bonuses added to it, it gets +1 success at Level 1, +2 at Level 4, +3 at Level 7, +4 at Level 10, and +5 at Level 13. These successes deal their damage as Fire damage. You cannot stack this with Electromagnetic Flare.
- Electromagnetic Flare - When you deal damage with an attack that has Flare bonuses added to it, it gets +1 success at Level 1, +2 at Level 4, +3 at Level 7, +4 at Level 10, and +5 at Level 13. These successes deal their damage as Fire damage. You cannot stack this with Molten Flare.
- All is Flare in Love And War - Whenever you deal damage with an attack that has Flare bonuses added to it, you regain 'healing points' that you have spent. The number is equal to half the successes delivered within the attack.
- Clarity - (Sunshine Only) - If an object or enemy is revealed through Solar Flare and an ally within 40ft is within Melee attack range, they may make an Attack of Opportunity instantly against that target.
- Strobe Lights - (Eclipse Only) - Allies within 40ft of you can now apply the blinding effect of Hindering Flare to their attacks as well.



Reaper

Being Demontouched by a Reaper is to harness death. You are not just a conveyer of this mortality: you utilize death itself as a resource for your deadly work. Inflicting damage through extreme and relentless offense is your mantra. Racking up kills through brutal application of your attack is your art. Let no one underestimate your lethality.



Your Defense starts at 7.

----- Demonic Skills -----

1. Tally Marks - Your Demonic Skills cause you to gain 'tally marks', up to a maximum of 2 + Power. You start with zero tally marks, and only gain tally marks by killing enemies: one per kill. When dealing damage, you can spend any number of tally marks to increase the number of successes on that attack by that number. At the end of the in-game day, your tally marks disappear. You can never have a negative number of tally marks.

2. Tally-Ho - You gain +1 Defense for every 4 tally marks you have, to a maximum of +3 Defense.

3. Scythe - Once per turn, you may spend a Tally Mark to perform a second attack during your Attack action by magically swapping your currently equipped weapon with one in your pack. If your first attack is made with a Melee weapon, it must be swapped with a Ranged weapon before the second attack is performed, and vice versa. The +1 success bonus granted by this spent Tally Mark is still applied to the outcome.

== PATHS == (Choose a Demonic Path; going forward, you receive only the skill associated with that path)

= BL = Bloodlust - Kill to kill more and kill quicker than before

= ME = Mercenary - Hone your skills to become the deadliest version of yourself

4. BL - Blood's Scent - If you are in combat, and damage was taken last round, you regain HP equal to the number of tally marks you have at the beginning of your turn, to a maximum of 3HP. This maximum increases to 4HP at Level 7, 5HP at Level 10, and 6HP at Level 13.

ME - Enhanced Ammo - Spend as much MP as you wish; for every 1MP spent, a single piece of ammunition becomes enchanted for 24 hours. This ammo, when used with a Ranged Weapon, adds +1 success upon a hit when someone uses it in an attack. Burst and Fully Automatic firearms must have all the ammo they used in the attack enchanted to receive the bonus. You cannot enchant an explosive piece of ammunition, like a rocket for an RPG, or a hand grenade.

5. BL - Grim Reaper - Devastation Move - If you can perform an attack and use Scythe, you may declare that you're using Grim Reaper along with it. Spend the tally mark, switch weapons, and perform your next attack on another target. If that attack hits, you gain a movement action and can perform Scythe again, for free, after moving. So long as you are successful on your attacks, you may repeat this process until you run out of targets, run out of ammo for your ranged weapon, or miss. A single target can only be struck once by this, and non-firearm ranged weapons must have a "quiver" present with no more than 10 pieces of ammo within it determined by the GM.

ME - Lightning Trigger - Devastation Move - If you can perform a Ranged Attack with a semi-automatic, burst-fire, or fully-automatic firearm; or a non-firearm ranged weapon without the loading feature; you may use this as a full-round action. Make a Ranged Attack against a target with that weapon. If you are successful, you can immediately be successful with an additional attack that strikes another target with the same number of successes, minus 1, by expending another attack's worth of ammo loaded within the weapon(s) you are using. You can do this as many times as you want, removing a success each time, until you run out of ammo, successes, or targets. A single target can only be struck once by this, non-firearm ranged weapons must have a "quiver" present with no more than 10 pieces of ammo within it determined by the GM, and attacking a target with a higher Defense than the first mandates that an additional success be sacrificed for every difference in Defense from the initial target struck by this attack.

6. BL - Smite - Tally Marks removed during attacks involved with Scythe grant +2 successes, rather than +1.

ME - Sleight - Ranged Attacks no longer provoke Attacks of Opportunity. Additionally, you may reload ranged weapons with a free action, and weapons with the 'loading' feature can be reloaded with a movement action instead of a full-round action.

7. BL - Anticipation - At the beginning of combat, if you don't already have tally marks, roll a single die. You start with a number of tally marks equal to your Life Attribute, minus your roll (so lower is better).

ME - Rainbow Gunpowder - You now have access to an array of ammo you can create with your Enhanced Ammo skill. Some have an additional cost to make, but others simply need you to declare what color you're using. Use the chart provided in this Class for more info.

8. BL - Blood Splatter - Whenever you gain a tally mark, roll a die. If you achieve a 10, you gain two tally marks instead of one.
ME - Akimbo - When using two one-handed ranged weapons, you may aim these weapons at two separate targets during your attack. Simply divide the dice for the attack roll however you see fit between the two enemies. Additionally, when Scythe is used, you may now swap two one-handed Melee weapons with two one-handed ranged weapons, and vice versa.

9. BL - Manic Shooter - When attacking with a firearm, you add +1 dice for every strike you have on your Sanity.
ME - Ranger - When attacking with a ranged weapon, the range increment of that weapon is 50% larger than normal.

10. BOTH - Gun Kata - When attacking with a ranged weapon, ignore any bonuses your target receives from partial cover, unless they are a Reaper, Illrigger, or the creature possesses the 'Covering' feature.

11. BL - Death's Glare - So long as you can see a target you can attack, you may use a full-round action to simply stare at the target. Doing so grants you a tally mark.
ME - Merc's Arsenal - When applicable, you double the bonuses you receive when using certain attachments on your ranged weapons, like scopes, laser sights, and peripherals. This does not apply to maximum loaded ammunition granted by 'magazine' attachments.

12. BL - Soul Lock - When attacking with a firearm, you add +1 dice for every strike you have on your Life Force.
ME - Soul Shooter - When attacking with a ranged weapon, if you achieve more successes on your attack than your target's Life Attribute, they must roll a Life Roll (Dif 7). They take a strike on their Life Force if they fail to achieve 3 successes.

13. BOTH - Kill Stealer - You now get tally marks from kills performed by your teammates within 40ft of you, as well as yourself.

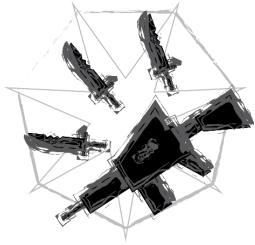
----- Passives ----- (Take one at Level 2 and another at Level 8)

- Death's Eyes - Circle the "Astral" quality next to your Perception on your sheet. You can now perceive into the Astral Realm.
- Notches on the Bedpost - You only lose half of your Tally Marks at the end of every in-game day, instead of all of them.
- Notches in the Belt - You gain +1 Max HP for every Tally Mark you have. Take this twice, and you also instantly heal 1HP when you gain a Tally Mark.
- Demonic Magazines - When you have a firearm equipped or a non-firearm based Ranged weapon with the 'Loading' feature, and you do something other than move with your Movement Action, one attack's worth of ammo magically teleports from your equipment and loads into your currently equipped weapon. Regarding firearms: you can only do this with standard 'guns' that use bullets: not explosive weapons like rocket or grenade launchers.
- Widowmaker - If at any time you deal damage to a target that's more than 90% of that 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 75%.
- Effortless Automatic - When using a fully automatic firearm, you may choose to change the spread of your bullets to a 5ftX20ft rectangle, instead of a 10ftX10ft square. Additionally, you may choose to fire twice as many bullets. If you do, you may choose to attack a 15ftX15ft square, a 10ftX20ft rectangle, or a 5ftX35ft line.

----- Rainbow Gunpowder -----

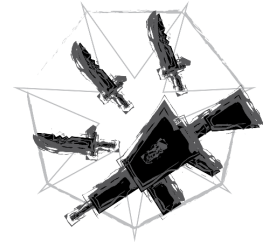
- Cobalt - Simply declare you are making Cobalt ammo when enchanting ammo. This ammo grants an additional bonus die whenever an attack die lands on a 10 during an attack roll.
- Tungsten - Simply declare you are making Sulfer ammo when enchanting ammo. This ammo continues onward in a straight line after hitting its target. If there is another target behind your original target, deal damage to that target equal to half of the successes achieved from your original roll, rounding down. This cannot be used with fully-automatic firearms.
- Chloride - Spend an additional 1MP per piece of ammo when making Chloride ammo. This ammo forces the target to make a Vitality Saving roll (Dif 8), becoming poisoned for three rounds if they fail to achieve three successes. This poison deals 2 poison damage to the target at the start of each of their turns this way.

- Manganese - Spend an additional 1MP per piece of ammo when making Manganese ammo. This ammo heals the user's HP by a number equal to the number of successes achieved on the dice when hitting a target.
- Obsidian - Spend an additional 2MP per piece of ammo when making Obsidian ammo. When attacking with a weapon using this ammo, you may remove any number of dice you are using for the attack before you roll. If the attack is a hit after the roll, each attack die removed this way adds +2 successes to the hit.
- Silver - Spend an additional 2MP per piece of ammo when making Silver ammo. This ammo deals their damage as Demonic damage, instead of the type that the weapon originally delivers damage in.
- Abyssalite - Spend an additional 2MP per piece of ammo when making Abyssalite ammo. When attacking with a weapon using this ammo, you become aware of the location of targets that have solid objects between you and them, such as walls or doors. You may choose to attack them, and the ammo teleports through the solid surfaces, effectively shooting them through walls.



Illrigger

Being Demontouched by an Illrigger is to bring the concept of luck into the tangible realm. While your ability to manifest additional luck for yourself is limited, your ability to remove it from others is extraordinary. Wield misfortune to its finest point and subject those in your path to it: you will have no obstacle left in your path.



Your Defense starts at 7 and you add your Agility to your Max HP and MP.

----- Demonic Skills -----

1. Demonic Dagger - For 2MP, so long as you have a free hand, you manifest a sharpened demonic crystal in your hand. It functions the same way as a Dagger weapon, has the finesse property, and has a throwing range increment of 30ft. The dagger deals damage as Piercing damage or Slashing damage (your choice). Regardless if you hit or miss, you can only attack once with it: the dagger disintegrates into reddish black sand afterwards. You may do this in tandem with your normal Attack action, even immediately after you roll to attack with a normal weapon. If you do, you may attack with the Demonic Dagger immediately as an off-hand weapon, regardless if you have the Ambidexterity Human Skill or not.

2. Unluck - Your Demonic Skills cause you to gain 'Unluck Points', as well as unlocks access to a list of Unlucky Abilities that use these points. During combat, whenever you attack with your Demonic Dagger and your dice land on numbers that remove successes, take note of the numbers rolled and do not remove successes from the attack. The number of dice that would have removed successes this way is added to your 'Unluck Points' total. Additionally, whenever an enemy attacks you and rolls dice that land on numbers that remove successes from their attack roll, add those to this count. Don't count the number of dice, count the actual numbers rolled and add them all together. (Ex. An attacker rolling with Disadvantage, that rolls a 2 (which removes a success) grants you two Unluck Points). You can have a maximum of 10 points, and you keep these points until you perform a long rest, resetting to zero afterwards.

3. Magical Cover - You now apply bonuses you receive from Half Cover to Magic Attacks. Additionally, when attacked by a magic spell or ability that has you rolling for half damage, you instead take no damage if you succeed, and only half damage if you fail.

== PATHS == (Choose a Demonic Path; going forward, you receive only the skill associated with that path)

= AS = Assassin - Harness opportunity to deal death swiftly and precisely

= TR = Trickster - Turn the tide of fate to achieve your goals

4. AS - Hitman's Talents - If you are in Stealth, you will never unwillingly leave stealth while making Finesse or Agility Rolls. Additionally, attaching a suppressor or a silencer to your firearms will allow you to remain in stealth after attacking, so long as the attack is a hit.

TR - Thieving Talents - You may add +2 dice to Dexterity, Agility, and Finesse rolls made that pertain to stealing or subterfuge. This includes, but is not limited to, initiating, performing, and escaping from, the act of thievery. Additionally, in combat, you may take two reactions instead of one during every round of combat.

5. AS - Assassinate - Devastation Move - If you are in stealth, and are attacking an enemy within 5ft of you that is unaware of you, you may declare you are assassinating them. You roll a number of dice equal to your current Unluck Points, and your target rolls a single die. If the target is of particular importance, such as being a demon for example, the GM may declare they are rolling two dice instead. The target takes damage equal to the total of the actual numbers of your dice, minus the actual number on your target's dice. Once this is complete, if the target is still alive, you are immediately removed from stealth.

TR - Fate Incarnate - Devastation Move - You immediately receive the maximum number of Unluck Points and may perform an Unlucky Ability for no cost this turn.

6. AS - Darkened Dagger - When attacking from Stealth and attacking an unaware or distracted target with your Demonic Dagger, you may add half your Power as successes to an attack that hits.

TR - First Action - You gain +2 to Initiative and may perform an Agility, Dexterity, or Finesse based non-combat action before combat begins, regardless of initiative order, including the Stealth action.

7. BOTH - Implant - When attacking with, or throwing, a one-handed melee weapon or your Demonic Dagger, you may now choose to have that weapon remain in the target if you receive any 10's in your attack roll. While it is lodged in your target, the

target is paralyzed. The target may attempt to remove it by achieving 3 successes on a Athleticism Roll (Dif 8). If this is done with something other than your Demonic Dagger, this effectively removes it from your equipment.

8. AS - Demonic Chakram - Your Demonic Dagger now magically flies back to your hand if you miss with a throwing attack, allowing it to be used again without repaying the MP cost.

TR - Redirection - If an enemy is making a Ranged attack within a distance equal to half of your movement speed, for 2MP, you may immediately move towards that enemy and attempt a grapple. If you succeed, you may redirect the Ranged attack onto any other target within range, including that enemy's allies. You may use Agility for this grapple roll.

9. AS - Dipped Dagger - Whenever using Demonic Dagger, you may pay an additional 2MP. Targets damaged by this attack take Poison damage equal to half of your Life score. If 'Implant' is combined with this attack, the poison damage occurs again at the beginning of each of their turns until they achieve 3 successes on a Vitality Roll (Dif 7).

TR - Trick Attack - Whenever an attack or an attack of opportunity is made towards you that misses or fails to damage you somehow, you may perform an immediate melee attack back at them if you can. You may spawn a Demonic Dagger in a free hand for free when this occurs. When you attack this way, you ignore all bonuses your target receives to their Defense from magical means, and the target cannot apply any Damage Reduction to the attack.

10. AS - Blindsense - So long as you are able to hear, you are aware of all targets within 15ft of you, even if they are invisible or behind walls.

TR - Combat Dance - Whenever an attack or an attack of opportunity is made towards you that misses or fails to damage you somehow, you may immediately move up to 10ft in any direction without provoking an attack of opportunity. This movement can 'hop' over enemies for no extra movement cost.

11. AS - Demonic Shurikens - When creating a Demonic Dagger, you may spend 3MP instead of the 2MP cost. Doing so transforms your Demonic Dagger into a trio of shurikens. Along with the MP cost, this also requires a full-round action that lets you perform a throwing attack on any three different targets you choose within range. You do not gain the benefits of Demonic Chakram if you choose to do this.

TR - Uncanny Dodge - When an attacker hits you with an attack, you may use your reaction to halve the number of successes they receive on that attack. You can only do this once per round of combat.

12. AS - Darkened Damage - Your 'Darkened Dagger' skill is no longer limited to just your Demonic Dagger. It applies to all weapons you use, though your GM may forbid you from using some weapons that might be less... practical... for the job.

TR - Jinx - All Unlucky Abilities, now have an MP cost of 1MP. Additionally, if the ability's MP cost is normally 1MP, you may perform this move even if you have zero MP.

13. AS - Death Dagger - When you perform a melee attack with your Demonic Dagger on a target that is completely surprised by you, and you do so without applying the Darkened Dagger skill, the Demonic Chakram skill, or the Demonic Shurikens bonuses to the attack, you may impose a Vitality Saving Roll (Dif 9) on your target. If they fail to achieve three successes, you may double the number of successes your attack achieves.

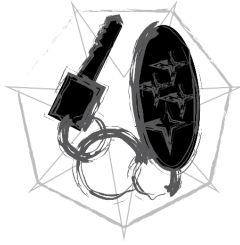
TR - Elusive - No attack roll made against you can benefit from ranks of Advantage in any way.

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

- Unlock Unluck - When using an Unlucky Ability, the condition the victim needs to reach in order to save itself from the scenario you now impose on them requires an additional success.
- Advanced Disarming - Successful disarming of a target allows you to perform an attack with the weapon immediately. The attack does not provoke attacks of opportunity.
- Initiation - 1's no longer remove successes when rolling for Initiative.
- Double Toss - You may choose to throw two throwable weapons during your Attack action. Doing so lets you roll 200% the number of dice.
- Demonic Derringer - For 5MP, you can spawn a single-shot concealed carry handgun. The derringer deals damage as Ballistic damage, has a range increment of 60ft, and is considered Silenced for the purposes of not leaving stealth when attacking.
- Thrower's Sophistication - Throwing attacks can now be performed directly with the Dexterity Attribute, rather than the Agility Attribute.

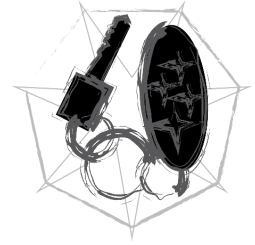
----- Unlucky Abilities -----

- **Unlucky** - For 1MP, you may spend any number of Unluck Points you wish during a roll your GM is making. Doing so removes a number of successes from that roll equal to the Unluck Points you sacrifice this way. This ability can never reduce a successful roll (a hit) to a roll with zero successes: it can only lower the number of successes while keeping the attack successful.
- **Unhelpful** - For 1MP, you may spend any number of Unluck Points you wish during an ally's roll. The ally must be one you can see within 40ft of you to do this. If any of the dice they roll during that roll are not successes, but are also not dice that remove successes, they may reroll a number of those dice equal to the number of Unluck Points sacrificed this way. You must declare the number of Unluck Points being spent this way before your ally rolls.
- **Uncaring** - For 2MP, so long as you have Unluck points, you may heal yourself or an ally you can touch for 1HP. You may spend any number of additional MP afterwards this way, healing the target an additional 1HP for every MP spent, but you cannot heal the target for more HP than you have Unluck Points. Additionally, once a target has been healed this way, they cannot be healed again in this manner until they finish a short rest.
- **Unnatural** - For 3MP, and as a movement action, you may gain an Unluck Point. You cannot gain any Unluck points beyond a maximum of 5 this way.
- **Untouchable** - For 2MP, sacrifice 2 Unluck Points. You immediately escape from a Grapple.
- **Unwielding** - When performing a Disarming attack, you may spend 2MP and sacrifice 2 Unluck Points. If you do, and the disarm is successful, you may choose to break the weapon, rendering it unusable by anyone.
- **Unaffected** - For 2MP, when you make a Saving Roll and fail, sacrifice a number of Unluck Points equal to the number of successes you needed in order to not fail. You immediately succeed your saving roll instead.
- **Unlike, Unfollow, Unsubscribe** - For 5MP, and as a full-round action, you can sacrifice any number of Unluck Points when you attack with your Demonic Dagger. You cannot gain bonuses from Darkened Dagger, Demonic Chakram, or Demonic Shurikens while doing this. If the attack is a hit, don't deal damage. Instead, the target must make a Life Saving Roll. The difficulty of this roll is equal to 6, plus the number of Unluck Points you sacrifice this way. If the target fails to achieve three successes, they are teleported to a pocket dimension for a number of rounds equal to the successes you achieved on the attack. They reappear in the same spot afterwards, moving slightly if that space has become occupied with solid matter, done at the GM's discretion.



Gremlin

Being Demontouched by a Gremlin is to understand potential, not just in the aspect of creation through craft, but in the progress of invention and technology. Contrary to popular belief, demons have their own form of industry and futuristic advancements. By forge of fire, or spark of genius, the Gremlin brings their creativity to the forefront with machine, computer, and their very existence.



Your Defense starts at 7 and you add your Mind to your Max MP.

----- Demonic Skills -----

1. Technokinesis - You may now telepathically interact with machines, computers, digital terminals, and electronic appliances that have interfaces the same way you might if you had direct physical access to the device, up to 40ft away. Your GM will have limits on this and, in combat, this must be done as a movement action. Outside of that, this skill is only limited by your imagination. This lets you do things like activate digital keypads at range, utilize a computer with your mind, and remotely control a device designed to receive a controlling signal. Additionally, as a free action, you may analyze your surroundings and learn of the presence of everything you can interact with this way. Declare you are 'analyzing' and roll a Perception roll (Dif 7). Your GM will determine your outcome.

== PATHS == (Choose a Demonic Path; going forward, you receive only the skill associated with that path)

- - - The Gremlin gains access to their Demonic Paths at Level 2, rather than Level 4 - - -

= IN = Inventor - Build great machines to empower yourself and your team

= FU = Futurist - Embody technology and utilize cyberspace to transcend humanity

2. IN - Invention - During a long rest, you may sacrifice a weapon and \$2500 worth of resources to create a machine from scratch or modify a vehicle to be your Invention. Any 'machine made from scratch' this way cannot be larger than a Small sized object or animal, such as a golden retriever, a large toy truck, or a three-foot tall biped. You get to choose the aesthetic of the design, but it must be land-based: it cannot fly or swim. If it is submerged in water, it takes 8 unblockable and unavoidable 'water' damage each turn until it breaks. The machine responds to your Technokinesis and follows orders like a trained companion, to the best of its abilities. All rolls made for the actions of your machine are rolled with two dice, unless it is a Mind Roll, in which case you roll the same number of dice as your Mind Attribute. You control their actions in combat and they get their own turn in initiative. Any vehicle modified this way must be a road-based vehicle like a car, truck, or motorcycle, but does not have to be powered by an engine or motor. It must be considered 'civilian', however: a military Humvee is not an acceptable platform for this skill at this stage. While you are inside the vehicle and driving it, 1's no longer remove successes from any roll made by you or any ally. Both machines and vehicles can attack with the weapon used to perform this skill, and attack with a number of dice equal to your Mind score, plus any bonuses that would be applied to that weapon's specific attack type. Lastly, machines have half as much Max HP as you do, whereas upgraded vehicles gain Max HP equal to your Mind score. Machines break upon reaching zero Health, whereas vehicles have their modification break when the vehicle itself reaches zero Health. This can be repaired with eight in-game hours of work or with one of your Demonic skills, usually without any additional resources, though your GM may impose a cost. You can only have one invention active at a time: either a vehicle or a machine.

FU - Synchronicity - All around you, computers and electronics now obey your commands, even without any interfaces present. Weaker technology now obeys your every will, without you even needing to influence it. This can be stoplights always turning green when you approach, turnstiles unlocking for you without payment, vending machines dispensing their goods for free, and more. For more complex electronics, and whenever using a computer or the internet in any way, 1's no longer remove successes for those rolls. You can use your Technokinesis to wirelessly hack into closed circuits with a Mind Roll, such as CCTV security cameras or standalone mechanical sentries, so long as you are within range of one of the peripherals attached to the network. Your GM will tell you the difficulty for the roll depending on the situation.

3. IN - Mechanical Empathy - Machines within your Technokinesis range can be repaired through your influence. Spend as much MP as you wish: this heals 3HP per point spent this way. Additionally, you are allowed to craft resources for your party using magic and common materials found in most cities. Use the Crafting List chart in this Class as a guide.

FU - Arc Lightning - For 2MP, you can unleash a Mind Magic Attack in the form of an arc of electricity. You can strike any target within your Technokinesis range, however, you can also choose to arc the lightning off of an electronic device within range, extending the range by the same from that point. This attack deals damage as Lightning damage.

4. IN - Jury Rig - For 3MP, as a movement action, you can alter the way a weapon functions for one minute. This can be an increase to its range increment by 25%, altering the type of ammo a firearm uses (like, to a different caliber, to utilize more abundant ammo), adding a bonus +1 success upon hitting its target, or changing the physical or elemental type of damage the weapon to another (other than Demonic damage). You can do this to any weapon currently equipped by yourself or any ally within your Technokinetic range.

FU - Cybernetic Implants - During a long rest, you may sacrifice resources to create and activate a cybernetic implant. You now have access to a table of enhancements you can embed into your flesh. They are powered by the demonic energy coursing through your soul, but some might require external power sources as well. Every implant has a power requirement and requires resources equal to \$750, multiplied by that Power cost. You may have a number of enhancements applied to your character with a combined power requirement total no higher than your Power. Use the Cybernetic Implants chart in this Class as a guide.

5. IN - Technological Nightmare - Devastation Move - As a movement action, all machines and devices within your Technokinetic range suddenly levitate and fly towards your invention. If you do not have one active, either this flies towards the broken-down remains of your invention and revives it, modifies a vehicle that's present, or creates a new machine altogether, in that order. This new invention now has a Max HP equal to twice yours, rolls all its rolls as if their attributes are all 7 unless normally it's higher, and attacks that hit double the number of successes they achieve. This lasts for one minute, then the upgrades fall off of your invention, leaving its normal form behind, active and fully repaired. If the Nightmare wasn't one of your inventions to begin with, the invention simply disassembles.

FU - System Shock - Devastation Move - As an attack action, all machines and devices within your Technokinetic range immediately cast Arc Lightning from their position, each being an individual attack. Roll a singular attack roll against the target with the highest Defense you intend on damaging. Using the successes achieved from that roll, multiply it by the number of devices in your range. You may spread this number of successes out among any number of targets within the entirety of the possible ranges, factoring in the extensions possible through arcing. If no targets damaged by this attack are brought to zero Health or killed from this attack, you do not mark a strike on your Sanity.

6. IN - Contraption - During a long rest, you may sacrifice \$2500 worth of resources to create a device from the list of objects below, or one similar to them. These contraptions can serve multiple purposes throughout your campaign, though you are not limited to the list, as those are merely suggestions. Your GM may offer you more options depending on your setting, and you are encouraged to use your imagination to create a contraption of your own design and introduce it into your GM's universe. Your GM will always get the final say on what you can introduce, and what your contraption can and can't do, but negotiation and compromise is essential to making this skill useful.

FU - Network Transmission - For 4MP, on your turn, and only once per round of combat, you can transform your body into electricity and can teleport yourself through any device within your Technokinetic range. You reappear in a different spot within your Technokinetic range, from the point of that device. You cannot arc through to a second device: only within that range can you teleport. If you do this to teleport away from an attack, you must make an Agility Saving Roll (Dif 8). You still take damage if you fail to achieve three successes.

7. IN - Invention Improvement - Inventions now roll their non-Mind based actions with four dice, rather than two. Additionally, you can incorporate two weapons into their makeup, and both can be wielded simultaneously.

FU - Get Technical - Once per in-game day, after using your Technokinesis skill to 'analyze' an environment, you can spend as much MP as you wish, to a maximum of the number of devices you reveal through this process. Doing so grants you a number of bonus successes equal to the amount of MP spent this way, to be distributed among yourself and your allies. You can hold onto these free successes for up to one hour and apply a maximum of three to yourself or an ally when they succeed in hitting a target with an attack or spell-like effect.

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 until the end of your turn, two rounds from now.

9. IN - Armorer - During a long rest, you may sacrifice \$2500 worth of resources to upgrade the quality of a vehicle or a suit of armor for yourself or your allies. You can only have three of these armor upgrades present at one time, and any one character or vehicle can only have one of these upgrades applied to them at any time. These upgrades increases their Defense by 1 when the armor is worn. The armor will break down if more armor (beyond three instances) is made this way, starting with the first upgrade made, being replaced by the most recent.

FU - Disable - When striking a target with your Arc Lightning, if they are wielding a mechanical weapon like a firearm, or have a digital device on their person, they must make an Aura Saving Roll (Dif 7). Their weapon becomes disabled if they fail to achieve three successes, as do all digital devices on their person, packed or equipped. They may repeat this roll at the end of each of their turns, should they desire, to regain use of one of the objects disabled this way. The effect disappears at the end of combat regardless.

10. IN - Invention Improvement 2 - Machines are now completely waterproof, and can have a swim speed. Additionally, they can have a flying speed, but must have a consumable resource to fly this way. Water vehicles, such as boats, now qualify for the Invention skill and the Catch-a-Ride passive (if you took it), as well as flying vehicles.

FU - Wireless Network - When using Network Transmission, you are no longer limited to a single range from a single device's point. You may now interlink devices by your Technokinetic range, but also teleport through network cables, like ethernet or coaxal. You must spend an additional 2MP per device you teleport through this way, or an additional 2MP for every mile of cable you travel through this way. You still reappear in a space within the Technokinetic range of the last device you are teleporting through.

11. IN - Artificial Intelligence - 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.

FU - Flash of Genius - Your character is now permanently connected to the internet, able to access it psychically at all times, regardless of where they are or what devices are present around them. Additionally, for 2MP, anytime you or an ally need to make a Mind Roll for a non-combat skill, you roll a single die instead. The number that die lands on is the number of successes you achieve for that roll.

12. IN - Heavy Duty - At your GM's discretion, you will now be able to craft larger machines with your Invention or Contraption skills. Additionally, you may opt for two regular inventions instead.

FU - Overcharge - You now have access to the Overcharge abilities of your cybernetic implants. Be advised: some of these abilities have a risk of destroying the implant in the process.

13. IN - Magnum Opus - Inventions now roll their non-Mind based actions with six dice, rather than four. Additionally, their Max HP is equal to yours, and if you have incorporated a firearm that doesn't use explosive rounds, your invention has unlimited ammo for their weapon.

FU - Transcendence - For 6MP, you change your body into pure electrical data for one round of combat. In this plasma state of matter, you cannot be wounded by any means other than by Lightning or Demonic damage. Your speed is tripled and you can instantly perform the Network Transmission skill at no extra cost. You still have to pay the extra cost for Wireless Network, however.

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

- Smart Combat – Choose one of the following: Melee Attacks, Thrown Attacks, Ranged Attacks, Magic Attacks, or two of the Damage Reduction damage types. You may add half your Mind Attribute to this bonus. Take this twice to choose two of the choices.
- Extended Technopathy – Your Electro-kinetic range is now 75ft, not 40; take this twice for a range of 150ft
- Demonic Mending - Your character can repair a number of HP on any mechanical device equal to four times their Power simply by focusing on any machine or computer within their Electro-kinetic range. You may choose exactly how much HP you heal, saving the rest for later. You recover this number after a long rest. Additionally, you may refuel or recharge a machine or computer by spending 4 of these points.
- Planning - After a short or long rest, for 3MP, you can declare a 'plan' to your GM, for your party to follow. This plan must have an achievable goal in place, as well as an idea of an approach to achieve it. All party members who stick to the plan (meaning their actions do not directly conflict with the approach or the goal of the plan) receive an additional die on all of their non-combat rolls, no matter what it is. This bonus ends if the goal is not achieved within two in-game hours, or if a party member goes against the plan.
- Catch-a-Ride - For 3MP, you may summon a drivable land vehicle you have previously driven to your position, so long as that vehicle could drive to that spot. You don't have to wait for it to do so: it magically teleports to an open area within 200ft of you, then drives up to your position the rest of the way, if it can. However, the skill doesn't work if it could not feasibly drive the entire way from where it is at the start, to where you are now. Simple obstacles, like garage doors or road closures, are not an issue, but an impounding caused by a hostile party, or the physical demolition of a bridge over water, would.
- Wireless Charging – As a movement action, any non-combat electronic device with a battery you are holding instantly becomes fully charged.

----- Crafting List ----- (These are examples of what one might need in order to craft these resources. You may ask to craft similar things that are not on this list.)

- Repair kits: metal
- Ammo: metal + volatile minerals
- Tools: metal
- Weapons: metal + polymers
- Vehicle parts: metal + inert minerals + polymers
- Simple machines: metal + polymers
- Simple devices (no smart phones, but flip phones are fine): inert minerals + polymers
- Battery cells: inert minerals + volatile minerals
- Solar panels: metal + polymers
- Generators: metal + inert minerals + polymers

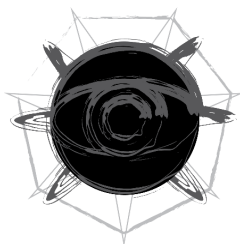
----- Contraptions ----- (These are examples of what one might craft with this skill. You may ask to craft similar things that are not on this list.)

- Super computer (home server, portable laptop, etc.)
- heavy utility machine (forklift, scissor crane, etc., must not be a drivable vehicle)
- heavy weapon (mounted canon, catapult, etc., must not be a handheld weapon)
- quadrotor drones (max 3 per contraption, can only attack with one-handed firearms or with self-destruction)

----- Cybernetic Implants -----

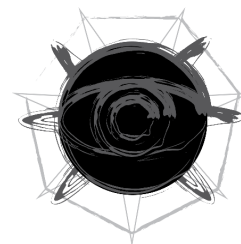
- Mechatronic Frontal Cortex - 2Pwr - All attacks made towards a machine or a vehicle gain +1 bonus dice and +2 successes on a hit. This implant requires an external battery that grants a certain number of uses equal to your Energy and can be recharged during a Short Rest.
 - Overcharge: 1's do not remove successes from these rolls.
- Cerebral RAM - 2Pwr - All non-combat Mind rolls pertaining to non-magical situations gain +2 bonus dice
 - Overcharge: You are no longer limited to non-combat rolls
- Social Media Uplink - 3Pwr - All non-combat Charisma rolls pertaining to non-magical situations gain +2 bonus dice
 - Overcharge: You are no longer limited to non-combat rolls
- Skeletal Firewall - 3Pwr - You have Advantage on rolls you make to save from spells or spell-like effects attempting to Charm or Stun you. This implant requires an external battery that grants a certain number of uses equal to your Energy and can be recharged during a Short Rest.
 - Overcharge: 1's do not remove successes from these rolls.
- Telescopic Optics - 2Pwr - You add +1 dice to Perception rolls involving sight
 - Overcharge: 1's do not remove successes from these rolls.
- NOS Optics - 2Pwr - You no longer suffer any penalties from trying to perceive things concealed in darkness
 - Overcharge: Thermal imaging layers allow you to also see through walls, up to 75ft away
- Adrenaline Booster - 4Pwr - You add +3 to Initiative rolls, as well as +1 to any non-combat Agility and Athleticism rolls made
 - Overcharge: You are no longer limited to non-combat rolls
- Microgenerator - 3Pwr - At the end of each of your turns, you may roll a single die. If you roll a 7, 8, or 9, you recover 1MP. If you roll a 10, you recover 3MP.
 - Overcharge: A 6 will let you recover 1MP, an 8 lets you recover 2MP, a 9 lets you recover 3MP, and a 10 lets you recover 4MP.
- Cardiovascular Capacitors - 2Pwr - Whenever you are granted an Attack of Opportunity, you may use Arc Lightning instead of a normal Melee attack.
 - Overcharge: There is no MP cost for Arc Lightning when this occurs.
- Synthetic Respiration - 4Pwr - Your character can hold their breath indefinitely. Should a situation occur that challenges this action (such as being attacked or enduring physical or mental trauma), you can continue to hold your breath by succeeding a Vitality roll (Dif 7).

- Overcharge: If you fail the Vitality Roll pertaining to this implant, once for in-game day, you may choose to succeed instead.
- Titanium Joint Servos - 3Pwr - You add +2 dice to Melee attacks. This implant requires an external battery that grants a certain number of uses equal to your Energy and can be recharged during a Short Rest.
 - Overcharge: 1's do not remove successes from these rolls.
- Synaptic Optimizer - 3Pwr - You add +2 dice to Thrown attacks. This implant requires an external battery that grants a certain number of uses equal to your Energy and can be recharged during a Short Rest.
 - Overcharge: 1's do not remove successes from these rolls.
- Ballistic Co-Processor - 3Pwr - You add +2 dice to Ranged attacks. This implant requires an external battery that grants a certain number of uses equal to your Energy and can be recharged during a Short Rest.
 - Overcharge: 1's do not remove successes from these rolls.
- Subdermal Armor - 4Pwr - You add +3 Uses of Damage Reduction.
 - Overcharge: Once per in-game day, you may choose to add +2 Damage Reduction to all forms of damage except for Demonic when using Damage Reduction.
- Blood Detoxification System - 3Pwr - You add +3 Poison Damage and Acid Damage Reduction, as well as +1 Uses of Damage Reduction.
 - Overcharge: The Damage Reduction for these types of Damage is now +5.
- Nervous Intervention System - 3Pwr - You add +3 Slashing Damage and Bludgeoning Damage Reduction, as well as +1 Uses of Damage Reduction.
 - Overcharge: The Damage Reduction for these types of Damage is now +5.
- Hemorrhage Mitigation System - 3Pwr - You add +3 Piercing Damage and Ballistic Damage Reduction, as well as +1 Uses of Damage Reduction.
 - Overcharge: The Damage Reduction for these types of Damage is now +5.
- Thermal Regulation System - 3Pwr - You add +3 Fire Damage and Cold Damage Reduction, as well as +1 Uses of Damage Reduction.
 - Overcharge: The Damage Reduction for these types of Damage is now +5.
- 'Thorhammer' Grounding System - 3Pwr - You add +3 Thunder Damage and Lightning Damage Reduction, as well as +1 Uses of Damage Reduction.
 - Overcharge: The Damage Reduction for these types of Damage is now +5.



Mystic

Being Demontouched by a Mystic is to expand the senses beyond the human realm. It is not just the mind that is unlocked: it is thoughts, ideas, and all that spawns from them. Even the stars become your allies through the powers granted to you by this fate. It is through your mind's new eyes that you will see the path forward, far sooner than anyone else.



Your Defense starts at 6 and you add your Mind to your Max MP.

----- Demonic Skills -----

1. Thought Reader - Circle the "Psychic" quality next to your Perception on your sheet. You can now perceive into the minds of other living things within 60ft of you when making Perception rolls. This allows you to read their thoughts as if they were a scrolling marquee (meaning you perceive their thoughts in the present, not past or future (unless they are hypothesizing)). Additionally, all allies within 60ft of you can now mentally communicate between each other, though you. You hear all things spoken this way, but your allies only hear conversations that include them. (ex. An ally can choose to speak to another ally, and both you and them can hear it. An ally cannot choose to hear a conversation between an ally and another ally, but you can.)

2. Mind Magic - Grants access to a list of spell-like abilities that can be cast. Some of these abilities can only be used at later levels, and some of them require you to have taken a specific Demonic Path. Refer to the Mind Magic chart in this Class for more info.

3. Oracle - Once per in-game day, you may roll a Perception Roll. For every 3 successes you achieve, you may ask the GM a question, which they must answer truthfully. The GM can choose to declare what the Difficulty of the roll is after the questions are asked and may continue to omit information based on the relevance and importance that could be revealed through the question. However, the GM must reveal something, even in the form of a hint or a riddle. Once a question is asked, the same question, as well as clarifications regarding the answer to that question, cannot be asked until the next in-game day. If the GM chooses, they can repeat the same answer given before if the same question, or a similar question, is asked this way.

== PATHS == (Choose a Demonic Path; going forward, you receive only the skill associated with that path)

= HY = Hypnotist - Control the minds of others to manipulate their will

= AT = Astrologist - Attribute the fates and the intangible to your reality

4. HY - Hypnotize - When casting Headache, so long as you apply 2 or more successes on a single target, that target must also make a Mind Saving Roll. The difficulty is 6, but for every three successes applied to the target, the difficulty increases by one. If they fail to achieve three successes, they are stunned until the end of their next turn. Should the target take any damage while stunned this way, the effect ends.

AT - Starsign - As a full-round action, you may bestow a starsign on yourself or an ally within your Thought Reader range. This sign lasts one hour and grants a specific bonus to that character for the entire duration, unless you fall unconscious before then. You can only have one starsign active on yourself or an ally for now, and you may do this once per in-game day for free, but can reapply the same effect after the initial effect expires for 3MP. Use the Starsign chart in this Class for more info.

5. HY - Mental Breakdown - Devastation Move - Use your Headache skill but mark the strike on your Sanity that comes with using this Devastation Move. When you do, limit the attack to one target, forgo the MP cost and roll your Magic Attack with 3X as many dice as normal. If the number of successes exceeds the target's Sanity Threshold, you instantly impose every possible strike on its Sanity, making the target insane. While insane this way, the target cannot, and will not, attack you.

AT - Star Ultimate - Devastation Move - Upon using this Move, you may apply a Starsign to yourself and one ally within your Thought Reader range, if either do not have one. You and that ally apply their regular effects for the amount of time normally allotted, as well as their 'Devastating' effect on top of that for one minute.

6. HY - Wandering Thoughts - Your Thought Reader range is now 100ft.

AT - Starlight - You may cast any Mind Magic ability as if you were standing in the same spot as an ally who currently has a Starsign applied to them and is within your Thought Reader range.

7. BOTH - Presumption - During combat, once per round, if an enemy within your Thought Reader range attempts to attack you with Physical or Psychic damage, you may use your Reaction to increase your Defense to 9 for that singular attack. This does not count as a Use of your Damage Reduction, but one can be applied after taking the damage, if you wish.

8. HY - Mental Scars - If a target has been damaged by your Headache skill within the past hour, and if an ally deals damage to that target, and both the target and your ally are within your Thought Reader range; your ally adds +2 successes to that attack. AT - Medium - Circle the "Astral" quality next to your Perception on your sheet. You can now perceive into the Astral Realm. Additionally, you can now see spirits, souls, and astral projections, always, allowing you to attack them. Lastly, any ally within your Thought Reader range are made aware of attackable targets this way, and can also attack them.

9. HY - Hypnotic Command - When a target is stunned through Hypnotize, at the beginning of their turn, you can control their turn for 4MP. You can make them do any action that is rational for that person to do without challenge. However, if you choose to make them do something that they would normally resist, like wounding a friend or ally, or hurting themselves, the target has a chance to pass a Mind Saving Roll against you. The difficulty depends on the GM's discretion, as well as the severity of the action you wish your target to do.

AT - Starfall - If, at any point you have a Starsign applied to yourself, you can immediately end the effects of that sign. Doing so allows you to cast any Mind Magic spell without paying the MP cost, and the effects of that spell are doubled.

10. HY - Mind Breaker - When performing Hypnotize, you may choose to impose a different effect on your target, other than Stun. When you do this, you may choose from Blindness, Deafness, Silence, or Fear. If you choose this, they feel this effect for three rounds, rather than just one. They cannot save from this effect, but hypnotizing another target ends this effect.

AT - Starbright - You may cast any Mind Magic ability as if you were standing in the same spot as an ally who currently has a Starsign applied to them, regardless if they are within your Thought Reader range.

11. BOTH - Mind over Matter - Whenever you use Presumption, your attacker must make a Mind Saving Roll (Dif 7). The attacker believes the attack struck you and made you fall prone before them if they fail to achieve three successes. You may immediately cast Headache, Migraine, and/or Foresight, in addition to your Reaction if you choose and have the MP to do so.

12. HY - Choreograph - Whenever you use Hypnotic Command through a hypnotized target to attack another target, your character may also perform a single Attack action against the same target with a Melee or Ranged attack, if able. This counts merely as the attack action of the hypnotized target, not your reaction.

AT - Starry Skies - You may now choose a starsign for yourself and any number of allies within your Thought Reader range upon activation of the Starsign skill. In addition, starsigns no longer end their effects on you or your allies when you fall unconscious.

13. HY - Hypnotic Sadist - When performing Hypnotic Command, the parameters of challenge become much weaker. Your GM may still impose certain challenges to your commands, but they will be far fewer and far less difficult. This allows more room for creativity when imposing actions on your hypnotized targets.

AT - Stars Collide - You may have two Starsigns applied on yourself at once. If you activate Star Ultimate upon yourself, both Devastation effects activate at the same time as well. Additionally, when using Starfall, you only need to end the effects of one starsign, while retaining the other, to gain those benefits.

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

- Spreading Concepts - Your 'Spreading Lies' spell now forces Disadvantage on attacks made towards all your allies within your Thought Reader range. Your 'Spreading Ideas' spell now allows for bonus dice to be rolled upon receiving 10's. You must be Level 8 to take this.
- Psychic Paper - So long as everyone you do this to does not have the "Psychic" quality for their Perception, anything your character writes or draws on paper appears as how you will it to appear. For example: a mere collection of scribbles can be perceived as a work of exquisite art, a tarnished poker card can be perceived as a federal ID card, or a poorly written essay can be perceived as a legally binding agreement.
- Traveling Thoughts - Your Thought Reader range is extended by 40ft. Take this twice for 100ft.
- Awareness - Add your Perception attribute to your Initiative score.
- Birthsign - (Astrologist Only) - Choose one of the starsigns in your Astrologist's list. When using Starsign, applying the chosen starsign to yourself makes it last 4 hours instead of 1. Take this twice for 8 hours.
- Multiverse - (Astrologist Only) - As an action, you may switch out any one Starsign applied to either yourself or an ally within your Thought Reader range, with another.
- Five Star Review - (Astrologist Only) - As an action, you may reuse your Starsign skill, even if you have exhausted your uses of the skill for that in-game day, for the cost of a Plot Point.

----- Mind Magic -----

- -Headache - Lvl1 | 2MP | Both Paths - Make a Mind Magic Attack within your Thought Reader range. If successful, deal Psychic damage. You may choose to spread out the number of successes this attack achieves among all targets within your Thought Reader range, but you must roll against the highest Defense score present among your selected targets and finalize your spread before the GM tells you what happens to your targets.
- -Thought Speaker - Lvl1 | 2MP | Both Paths - Entities within your Thought Reader range can now hear your voice inside their mind. If they have the "Psychic" quality for their Perception, they instantly know who you are, where you are, that you're Demontouched, and they can attempt to ignore you if they achieve 3 successes on a Mind Roll (Dif 7). If not, or if they fail, they are forced to hear you, and you can impose Disadvantage on their next roll.
- -Thought Writer - Lvl4 | 2MP | Hypnotist - When you roll Perception using your Thought Reader skill, you may also implant ideas in their head for the MP cost of this spell.
- -Thought Re-Writer - Lvl7 | 5MP | Hypnotist - When you roll Perception using your Thought Reader skill, you may also change the thoughts that you are reading however you see fit for the MP cost of this spell. Those thoughts are now the thoughts of the entity you are reading them from, and they will not be able to remember what they were thinking before.
- -Thoughts and Prayers - Lvl1 | 2MP | Both Paths - You, or an ally within your Thought Reader range, heals 5HP.
- -On Second Thought - Lvl7 | 5MP | Hypnotist - Choose a Hypnotized target within your Thought Reader range. This target repeats its last round of combat exactly the same way it did on its turn, including moving the same distance in the same direction from the point it's starting at. If the target performed an attack last round, it performs the same attack, the same way, at the same point in their turn, even if there is no viable target at the would-be location of the previous target. The hypnosis effect ends immediately after this spell ends.
- -Migraine - Lvl4 | 2MP | Hypnotist - When you succeed on a Headache attack, you may pay the MP cost for this spell. If you do, that target will receive Disadvantage on their rolls until the end of their next turn if they fail to achieve 3 successes on a Mind Roll (Dif 7).
- -Spreading Lies - Lvl1 | 2MP | Both Paths - Targets damaged by your Headache skill start to see false images of you until the start of your next turn. They roll their attacks towards you with Disadvantage.
- -Spreading Ideas - Lvl4 | 3MP | Hypnotist - When controlling a hypnotized target, you may attempt to hypnotize another target through them, as if they can use your Hypnosis skill. If you do this, the Magic attack you roll receives no bonus dice from 10's, but every 3 successes hypnotize the target for one round, and your currently hypnotized entity for an additional round.
- -Psychic Link - Lvl4 | 2MP | Both Paths - When you roll Perception using your Thought Reader skill, you may also tap into the senses and memories of your target. You can now see what they see, hear what they hear, touch, taste, and smell what they do, and remember what they remember.
- -Foresight - Lvl4 | 3MP | Hypnotist - When using Headache, and spreading your successes out among numerous targets, you may cast this spell to have the GM tell you the effects of your spread before finalizing. This means the GM must tell you if a particular target will fall unconscious if a certain number of successes is applied to it.
- -Propaganda - Lvl4 | 3MP | Hypnotist - You may now perform your Hypnosis skill on an openable object, like a doorknob or a chest. Attack the target normally, but only record the number of successes achieved. Whenever someone opens this object, they are immediately inflicted by the outcome of the Hypnosis skill. This occurs each time the object is opened, for the next 24 in-game hours.

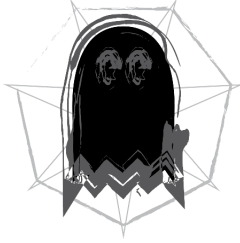
----- Astrologist's Starsigns -----

- Aquarius: Whoever possesses this starsign now has a swim speed equal to their normal movement speed. They can also move water telepathically with your mind as an Attack action. They may move up to 5 cubic feet of water (about 50 gallons, or 140 liters) that you can see, that is exposed, and within your Thought Reader range. They may move it a distance equal to their Energy Attribute, times 10ft. The end shape of their attack can cover 9 5x5ft squares in water, in any conjoined shape they wish. Target(s) in that area must Roll a Dexterity Roll (Dif 8); they take 3 Bludgeoning damage for each 5 cubic feet that strikes or passes through them if they fail to achieve 3 successes. They take 25% of that if they succeed. They are drenched afterwards, regardless.
 - Devastation: A mental projection of dragonfly wings appears from their back, granting a flying speed equal to their normal movement speed, plus 10 feet. They can also choose to manifest their body in a liquid state when spending a Use of their Damage Reduction. This nullifies all incoming damage, except for Cold, Lightning, Psychic, and Demonic damage.

- Aries: Whoever possesses this starsign now has 8 Defense, unless their Armor grants them more. They can also change the damage type of their attacks to Fire damage. Doing so grants +1 dice to the roll, as well as +1 success on a hit.
 - Devastation: A mental projection of flaming ram horns appears from their hair, granting them the ability to charge forwards in a straight-ish line up to 150% their movement speed as an attack action. Doing so ignites the ground they tread on during this charge and all enemies in their path must achieve 3 successes on a Strength roll (Dif 7) or be knocked prone. Regardless, anyone other than the starsign bearer that ends their turn in this ignited terrain take 3 Fire damage.
- Cancer: Whoever possesses this starsign can now perceive emotions, as well as thoughts, within your Thought Reader range. Treat this the same as if you possess the Thought Reader skill, with the additional of emotional elements along with being able to read strictly thoughts. While this is possessed, Mind, Perception, and Charisma rolls gain +1 die.
 - Devastation: A mental projection of crab pincers appear around their arms and hands, granting two ranks of Advantage on Grappling attacks. While targets are grappled, they take 5 Cold damage at the start of each of their turns until released from the grapple. You are considered to be actively using half-cover whenever grappling an enemy.
- Capricorn: Whoever possesses this starsign now ignores difficult terrain while moving, and gain Advantage on all Athleticism or Dexterity rolls pertaining to climbing or maintaining balance on narrow terrain (such as the side of a cliff).
 - Devastation: While on land, a mental projection of goat legs appear around your own (like those of a saytr), granting a climb speed equal to your movement speed, plus 10ft. While climbing, roll a single die. If the die lands on an 8 or higher, the action just performed is considered a free action, not a movement action. Additionally, you can choose to jump up to half your Climb speed from any height and land on an enemy as a Melee attack. When you do this, add +1 dice and +1 successes on a hit for every 10ft you descend. While submersed in water, a mental projection of a mermaid's tail appear around your legs, granting a swim speed equal to your movement speed, plus 10ft. While swimming, you gain +1 Defense, and you can choose to jump up to half your Swim speed from any body of water onto an enemy as a Melee attack. When you do this, 1's don't remove successes from your attack, and your target is drenched afterwards regardless if the attack is a hit or a miss.
- Gemini: Whoever possesses this starsign can now jump twice as high or far as normal. Additionally, when making a Melee attack, a gust of wind imposes a Strength roll on the target. Those who fail to achieve 3 successes are pushed backwards 10ft.
 - Devastation: A mental projection of bird wings appears around their arms, granting a flying speed equal to their normal movement speed. Additionally, a mirrored clone that is indistinguishable from them is manifested, able to move and attack as their own being on their turn. When either of these are attacked, a single die is rolled. On a 6 or higher, the bearer of the starsign can choose if the target is the duplicate or not. If this is the duplicate, it immediately disappears and no damage is conveyed to the recipient.
- Leo: Whoever possesses this starsign gains +1 Defense and adds +1 dice to all Attack rolls and all Charisma rolls made. (This bonus stacks if Charisma is used for the attack.)
 - Devastation: A mental projection of a lion's mane and a crown appears around their head, granting increased protection and influence. When this Devastation skill is first activated, all hostile beings within 40ft of them must achieve 3 successes on a Charisma roll (Dif 8) or become charmed. If they are attacked by them or any of their allies, the saving roll can be repeated to see if the charm ends. Regardless, the charm ends when combat ends, when the starsign is removed or interrupted, or when the bearer wills it. Lastly, the bearer gains +3 Damage Reduction to Fire and Cold damage while this is active, and gains +2 successes on hits when attacking.
- Libra: Whoever possesses this starsign gains +2 to all Mind rolls and Perception rolls, and gains Advantage on rolls towards deciphering if a person is lying.
 - Devastation: A mental projection of clouds appear around them, imposing a Perception roll (Dif 7) on any targets attacked. Those who fail to achieve 3 successes have their head shrouded by a cloud and are blinded until the end of their next turn. Additionally, when this Devastation skill is activated, the bearer can instantly change the weather to be sunny with no wind, cloudy with moderate winds, or rainy (with the same wind as before).
- Pisces: Whoever possesses this starsign now has a swim speed equal to their normal movement speed. Additionally, as a movement action, they can spend 2MP. They heal 4HP on themselves, or any ally they can touch, this way.
 - Devastation: While submersed in water, a mental projection of a mermaid's tail appear around your legs, granting a swim speed equal to your movement speed, plus 10ft. While swimming, you gain +2 dice and +2

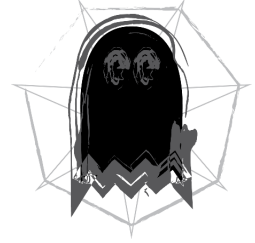
successes on a hit with any Attack roll they make. They can also change the damage type of their attacks to Cold damage, regardless of the weapon used. Lastly, they can choose to spend more MP when healing in a single action, adding 2HP for every 1MP spent this way.

- **Sagittarius:** Whoever possesses this starsign now has +10ft of movement speed when on land and +2 dice when rolling Thrown or Ranged attacks.
 - **Devastation:** A mental projection of horse hooves appear around their feet, granting an additional +10ft of speed. If their movement is in a straight-ish line, they can move up to 150% their speed, after the bonuses already mentioned. Additionally, if no Ranged weapon is equipped, they can manifest a mental projection of a bow and arrow. Treat this like they are wielding a normal Longbow weapon, ignoring the need for ammunition. Attacks made with this weapon deal Fire damage, and have a 30% chance to ignite whatever the arrow hits: the target on a hit, or the terrain on a miss.
- **Scorpio:** Whoever possesses this starsign can add +1 dice to all rolls performed while shrouded in darkness. Additionally, they can also change the damage type of their attacks to Poison damage. Doing so grants +1 dice to the roll, as well as +1 success on a hit.
 - **Devastation:** A mental projection of a scorpion tail appears from their spine, allowing them to perform a Melee attack with it. Attacks made this way gain +2 dice and +2 successes on a hit, deal Poison damage, have 10ft of melee range, and leave the targets poisoned for 2 rounds. Additionally, whenever you are attacking a target that is also within range of another ally's melee attacks, your attack gains Advantage.
- **Taurus:** Whoever possesses this starsign can +2 to all Vitality rolls and Athleticism rolls, and gains Advantage on rolls towards brute force.
 - **Devastation:** A mental projection of bull horns appear around their head, granting them the ability to charge forwards in a straight-ish line up to 150% their movement speed as an attack action. Moving through, or attacking, any enemy imposes a Strength roll (Dif 7). They must achieve 3 successes or take an additional 5 bludgeoning damage, as well as be pushed backwards 10ft.
- **Virgo:** Whoever possesses this starsign now has a fly speed equal to their normal speed.
 - **Devastation:** A mental projection of angel wings appears from their back, granting an additional 10ft of flying speed. While dashing, roll a single die. If the die lands on an 8 or higher, the action just performed is considered a movement action, not a full-round action.



Banshee

Being Demontouched by a Banshee is to understand the afterlife, the connection between body and soul, and to manipulate it to your whim. It is to manipulate the shadows like a fourth elemental state of matter and to bring its spiritual quality to the forefront of your skills. It teaches you how empty shells can become full once more, not necessarily with what was meant to house them. It is what lays in the darkness that comes after death, only, you need not die to attain it.



Your Defense starts at 7 and you add your Perception to your Max HP and Max MP.

----- Demonic Skills -----

1. Phantom Limb - You can interact with objects you can see within 15ft of you using a phantom limb. Performing skills with this reach utilizes the Mind Attribute. Your limb is invisible to all who can't perceive Astral activity. Your limb collides with solid surfaces and can lift a weight equal to 20lbs times your Strength. You can also wield a one-handed weapon with your ghostly reach and attack using it within the entire range of your Ghostly Reach. You use the normally associated Attribute to calculate the Attack Roll of this attack, depending on the type of the weapon. Treat this as if you are using Ambidexterity along with one of the "Double" human skills: the third weapon deals 50% normal dice to another target.

2. Spiritual Perception - Circle the "Astral" quality next to your Perception on your sheet. You can now perceive into the Astral Realm. You can now see spirits, souls, and astral projections at all times, allowing you to attack them. Additionally, you subtract 1 from the Difficulty of all Perception Rolls pertaining to circumstances involving the Astral Plane and spirits.

3. Ghostly Grasp - You may now perform a Melee attack directly with your Phantom Limb, so long as it is not wielding a weapon or holding anything. This attack is performed with the Life Attribute and deals Demonic damage.

== PATHS == (Choose a Demonic Path; going forward, you receive only the skill associated with that path)

= SP = Spirit - Interact with, and utilize the powers of, ghosts

= SH = Shadow - Become one with literal darkness, eventually controlling the shadows

4. SP - Spirit Attack - You may now attack with your Ghostly Grasp by hurling collected spiritual energy from Astral space at a target. Your phantom limb scoops up the energy like one would scoop snow to form a snowball. Make a Mind Magic attack and, on a hit, deal Demonic Damage and impose a Life roll on your target (Dif 7+Strikes). Your target is paralyzed until the end of their next turn if they fail to achieve three successes.

SH - Sneak Attack - You add +2 dice to attacks made towards targets that are unaware of you. You also add +2 successes to attacks that hit that are executed while in Stealth. These bonuses stack.

5. SP - Afterlife - Devastation Move - At any time outside of combat, you may reach your phantom limb into the Astral Plane. When you do, take a strike on your Sanity. Your Ghostly Grasp can clasp onto the detached soul of anyone you have met before in the Mortal Plane and attempt to attach it into a body that is within your Ghostly Reach. If the body you are doing this to is Human, you automatically succeed, and that body now has 1 HP and 3 Life Strikes. If the body you are doing this to is Demonic in any way, you must achieve 3 successes on a Life roll (Dif 10). Each time you fail, you take another strike on your Sanity.

SH - One With Darkness - Devastation Move - For one minute, you and your gear transform from their solid state and become intangible darkness. You cannot take damage, nor can you deal damage in any way other than with your Phantom Limb. Additionally, when entering darkness, you immediately enter stealth.

6. BOTH - Mental Restoration - Your Ghostly Grasp now gives you the option to soothe the injuries or the resolve of an ally. For the former, roll a Charisma Roll (Dif 6) and heal 2HP for every success achieved. For the latter, roll an Aura Roll (Dif 7) and remove a strike on the target's Sanity for every 3 successes you receive. You can do this a number of times equal to your Charisma, regaining these uses upon completion of a long rest.

7. SP - Spirit Being - 1's no longer remove successes when rolling Life in events that may impose Strikes on your Life Force.

SH - Shadow Stealth - 1's no longer remove successes when rolling Finesse to be stealthy.

8. SP - Astral Projection - As a full round action, or outside battle, you can make a Life Roll (Dif 7+Strikes). If you achieve any successes, you may separate your spirit from your body for a number of minutes equal to your successes times your Mind. Your spirit is intangible except by those who can perceive and attack those in the Astral Realm. Your body takes on a meditative pose

and remains motionless, unable to perform any action, including rolling to save from effects or uses Damage Reduction.

SH - Shadow Travel - For 3MP, your speed is doubled, so long as you are in stealth. Additionally, if you are in darkness, you can travel up walls and along ceilings.

9. SP - Temporary Possession - While Astral Projecting, you may possess a body. You may only remain in the selected body for time you have remaining in your Astral Projection, and they may attempt to resist your presence within them by rolling a Mind Roll (Dif 9). They succeed in pushing you out if they reach 4 successes.

SH - Shadow Smoke - You may take a free action once per round of combat during your turn in combat to go into Stealth or Dash a certain distance equal to your Speed.

10. SP - Mechanical Possession - While Astral Projecting, you may possess a machine the same way you possess a body without a spirit in it. This grants you full control over whatever machine you're possessing.

SH - Shadow Grasp - When using Ghastly Grasp, you may perform a grapple. If you do, and the target is in darkness, you may move them a distance equal to your speed with your Phantom Limb.

11. SP - Spirit Form - For 5MP, your character becomes intangible for 1 round. This is different from Astral Projection: your entire body, with your soul in it, transforms. You are immune to all physical and elemental damage except Psychic and Demonic, and you may move through walls, but you cannot interact with anything solid. You may not make any attacks aside from using your Ghastly Grasp.

SH - Shadow Drop - For 3MP, you create a 15ft radius sphere of pure darkness from any point you can see within 40ft of you. It stays present for 2 rounds, disappearing at the end of your second turn after this one. No one but you, or people with Demonic Perception, can see through it.

12. SP - Puppeteer - You may move your body separately while Astral Projecting, rather than it standing still in a meditative pose.

SH - Shadow Spread - For 3MP, you may move a portion of darkness that is present on the battlefield around. The amount of darkness is a number of 5ft cubes equal to your Life Attribute. This darkness persists for one minute, even if the area it is moved into is lit by physical or magical means.

13. SP - Multiple Presences - While Astral Projecting, you may clone your soul for 3MP. You control each spirit individually. Divide the amount of time you can remain outside your body by half each time you do this. Each soul can attack independently with its Ghastly Grasp, and so long as one soul returns to your body, you are not lost to the astral aether.

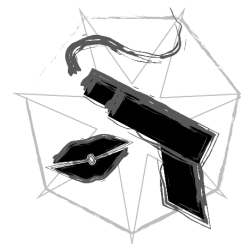
SH - Shadow Control - When Shadow Grappling, you may control your target completely, moving it as you move its shadow.

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

- Ghastly Reach - Your Phantom Limb's reach is increased by 10ft. When you are shrouded in darkness and in stealth, you may add an additional 5ft on top of this.
- Haunt - Ignore 1 Defense when using a weapon with Ghastly Reach. Take this twice to apply this to Ghastly Grasp as well.
- Phantom Grasp - All 10's achieved when rolling for a Ghastly Grasp grant an additional Bonus Die. This does not apply to Afterlife.
- Ethereal Form - (Spirit Only) - The MP Cost for Spirit Form is now 3MP per round.
- Silence - So long as you are using a silenced firearm, you will rarely come out of stealth when you attack. Take this twice, and targets you kill will always die completely silently (if you choose)
- Mind Flay - Your Ghastly Grasp now gives you the option to fracture the target's mind. The target must make a Sanity roll, (Dif 7+Strikes). They take a strike on their Sanity if they fail.
- Phantom Menace - So long as you are wielding a weapon with your Ghastly Reach, all of your attack rolls are made with the Mind Attribute.
- Doomfist - If you have no weapons equipped, your phantom limb envelops your unarmed attacks. Use your Mind for unarmed attacks instead of your Athleticism, and on a hit, you can immediately push the target backwards 10ft.



Succubus



Only some of what being Demontouched by a Succubus is exactly what most modern media has portrayed about this sexual demonic entity. What most don't understand is that a Succubus' goal is never to please their victims. What's more, they come in a multitude of varieties, some of which are more focused on helping their allies than taking advantage of their targets. What is veiled in a beautiful package is, more often than not, a lethal instrument of punishment, dominance, and control.

Your Defense starts at 6 and you add your Charisma to your Max HP and Max MP.

----- Demonic Skills -----

1. Succubus Spellcasting - You may now utilize spells from the Succubus Spellbook. You may choose a number of spells to have prepared equal to your Charisma Attribute, and you may exchange one prepared spell with another after completing a long rest. Some have a prerequisite to utilize, and you must have enough MP to cast each of the spells you prepare, but others simply need you to have the spell prepared.

== PATHS == (Choose a Demonic Path; going forward, you receive only the skill associated with that path)

- - - The Succubus gains access to their Demonic Paths at Level 2, rather than Level 4 - - -

= SE = Seduction - Manipulate and corrupt your enemy's powers

= AF = Afflatus - Uplift your allies and yourself through their success

2. SE - Charm - As a movement action, you may attempt to Charm a target you can see within 40ft. They must be able to see and hear you and must be humanoid. Roll a Charisma Roll (Dif 7) against their Sanity Saving Roll (Dif 7+Strikes). If you get more successes than they do, they are Charmed by you for a number of rounds equal to the difference of the number of successes you achieved. A Charmed person cannot attack the charmer or target the charmer with harmful abilities or spells. Additionally, the charmer has Advantage on any Roll to interact socially with the target for the duration. The charmed target has Disadvantage when attacking any person that the charmer considers an ally.

AF - Muse - As a movement action, you instantly become a 'muse' for one of your allies that you can see within 40ft. They receive a rank of Advantage to all non-attack rolls they make. You can only have one ally affected at a time this way. You may switch the ally receiving this bonus with another movement action, and do this as many times as you like, though only once per round.

3. BOTH - Allure - Characters that would be attracted to you roll all Charisma based rolls against you with +1 difficulty.

4. SE - Seduction - You now gain any positive magical bonuses that targets who are charmed by you receive.

AF - Reciprocation - In combat, so long as your mused ally succeeded with a roll between the end of your last turn and the start of your next, you may give yourself Advantage on one roll made during your next turn.

5. SE - Dominate - Devastation Move - When you attempt to Charm someone, before you roll, you make take a strike on your Sanity. Instead of rolling normally, roll a single die. The outcome is the number of rounds your target is charmed.

AF - Empower - Devastation Move - When you become an ally's muse, you make take a strike on your Sanity. Doing so grants two ranks of Advantage to your ally, and one rank for yourself, for one minute. These ranks are applied to every roll made.

6. SE - Influence - For 3MP, you may now make a Charmed target perform an attack action towards any valid target they can attack. This is done in tandem with your Attack action on your turn.

AF - Affection - While an ally benefits from you being their muse, they may choose to forego their rank of Advantage that they receive from you. In doing so, you may make a Charisma Roll (Dif 6). They gain 1HP for every success made this way.

7. SE - Siren's Song - You no longer need to see a target in order to attempt to charm them. They only need to be able to hear you and be within range.

AF - Musing Attack - Your mused ally may now apply their rank of Advantage to Attack Rolls.

8. SE - Break Their Heart - As a full-round action, if a charmed target is within your Charm's range, you may remove the 'Charmed' stats from them. Doing so immediately deals demonic damage to them equal to your Power.

AF - Attachment - If you were to benefit from Reciprocation on your turn, as a movement action, you may utilize your rank of Advantage to teleport to a free space 5ft. beside your mused ally.

9. SE - Taunt - At any time, you may force a Charmed target to stop everything and attack you. It does so with a -3 penalty to their Attack Roll. It also suffers -2 to their Defense while they are doing this. They must continue to take every action to attack you until they deal damage to you, at which point they are no longer charmed. However, being attacked by you or your allies does not end the Charm.

AF - Siren's Guard - So long as your mused ally is within your musing range, you add +2 Defense and +2 Damage Reduction from two physical sources of your choice. You must choose this type of damage when combat starts.

10. SE - Charming Attack - You may immediately try to charm a target if you attempt to attack it, regardless if the attack was a hit or a miss.

AF - Energize - While an ally benefits from you being their muse, they may choose to forego their rank of Advantage that they receive from you. In doing so, you may make an Energy Roll (Dif 6). They gain 1MP for every success made this way.

11. SE - Charming Presence - If a hostile enemy walks within 10ft of you, you may instantly attempt to charm them as a Reaction.

AF - Motivation - While an ally benefits from you being their muse, they may choose to forego their rank of Advantage that they receive from you. In doing so, they gain an additional movement action on their turn.

12. SE - Improved Charm - 1's no longer remove successes when attempting to Charm someone.

AF - Constant Reciprocation - If you were to benefit from Reciprocation on your turn, you may apply the rank of Advantage to all rolls made that turn, rather than just one.

13. SE - Threesome - You may now have two Charmed targets instead of one.

AF - Devotion - You may choose to have an ally permanently mused at all times. This does not count as the ally you are musing; both the permanent ally and your other choice are mused and gain all benefits.

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

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

If your character is non-binary, agender, intersex, or otherwise gender-non-conforming, you may take this Passive for free at Level 1

----- Succubus' Spell Book -----

- Thaumaturgy - 1MP - Allows the caster to present themselves with magical alterations to their appearance, granting them a demonic flair to their form. All who perceive you this way will know you are demontouched if they have the Demonic quality of their Perception Attribute active, but you will receive a +1 bonus to your non-combat Charisma rolls for the next two minutes.
- Ventriloquism - 1MP - Your voice can be emitted from any solid object up to 100ft away for the next 5 minutes.

- Mind Fog - 2MP - You exhale a breath of steamy air that shrouds memories in a veil. Don't roll a Magic Attack, instead, everyone within a 20ft cone must Roll a Vitality Roll (Dif 8); they forget everything that happened for the past 10 minutes if they fail to reach 2 successes.
- Mood Cloud - 3MP - 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:
 - 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
- Disguise - 5MP - Touch a target: Your form, or the form of anyone you touch, becomes that of a human you have seen before, or have seen a full-body image of, for a number of minutes equal to your Power.
- Succubus Strut - 3MP - For the next minute, your Speed increases by 10ft and you can choose to walk on the surface of liquids for the duration.
- Succu-Bye Bye! - 4MP - If an ally or a charmed target is within 50ft of you, you magically switch places with that person. This spell can be cast as a reaction to an attack, but you must achieve at least 3 successes on an Agility Roll (Dif 8) in order for the teleportation to occur fast enough. If you succeed, the target you switch places with is attacked instead. If you fail, you are hit, and the spell fails.
- Incubus Draft - 4MP - Touch a drinking glass no larger than 20oz: The vessel fills with a foamy red beer that, when consumed, does your choice of one of the following:
 - Temporarily imposes the Complication "Amorous" onto the consumer for ten minutes
 - Temporarily imposes the Asset "Incredibly Attractive" onto the consumer for ten minutes; this has no effect if the consumer has "Ugly As Sin"
- This liquid evaporates if not consumed within 3 minutes of creation
- Hex - 5MP - You may do one of the following immediately to any charmed target, regardless of distance:
 - Deal magical damage to the target equal to half your Power
 - Poison the target, forcing them to take poison damage equal to 25% your Power at the beginning of each round, if they fail to achieve 3 successes on a Vitality Roll (Dif 8)
 - Reduce one of the target's core attributes by 2 for the next 3 rounds; this cannot stack
 - Increases one of the target's core attributes by 2 for the next 3 rounds; this cannot stack
- Whisper - 8MP - You whisper sweet nothings into the ear of a human or humanoid creature within 10ft of you. Make an Aura Magic Attack and add half your Charisma to the number of successes. If this number exceeds your targets Sanity Threshold, you may do one of the following:
 - Implant a single word command that the target must complete to the best of its ability for the next minute
 - Remove a memory of the target and replace it with one of your own (if you wish)
 - Read the thoughts of the target; up to 2 hours of time that the target has perceived
 - Force the target to take a strike on its Sanity
 - Charm the target: this does not count towards the total number of charmed targets you have
- Succubus Form - 10MP - You grow black Succubus wings, horns, and a tail, on your body. This grants you the following for the next minute:
 - You can fly at a Speed of 50ft
 - You can perform one additional attack on your attack action
 - You gain +1 to Defense and Magic Attacks
 - All 10's achieved for Charisma rolls gain an additional bonus die
- Lover's Embrace - 2MP - Touch a target: you, or whoever you touch, gains advantage to any and all Grapple Rolls they perform for the next 15 minutes
- Lover's Radiance - 6MP - During combat, touch a target that isn't yourself: whoever you touch regains 4HP at the beginning of their turns for this battle. If this is used outside of combat, the target instantly regains HP equal to your Power
- Passionate Kiss - 6MP - You blow a kiss at any target you can see within 125ft of you. If you succeed your Magic Attack with at least 4 successes, the target is now charmed. This does count towards the total number of charmed targets you have.
- Fiery Kiss - 5MP - You blow a kiss at any target you can see within 125ft of you. If you succeed your Magic Attack with at least 4 successes, the target takes fire damage equal to your Charisma, and half if you fail. There is a 30% chance

that the target is lit ablaze, dealing fire damage equal to half your power at the beginning of each of their turns until extinguished. If you choose to use this Spell while you have the target Grappled, the target is instantly lit ablaze in a fire that cannot spread onto you.

- **Poison Kiss - 5MP** - You blow a kiss at any target you can see within 125ft of you. If you succeed your Magic Attack with at least 4 successes, the target is poisoned and takes poison damage equal to your Charisma. The poison forces them to take poison damage equal to 25% your Power at the beginning of each round, if they fail to achieve 3 successes on a Vitality Roll (Dif 8). It is not poisoned and takes half that if you fail.
- **Icy Kiss - 5MP** - You blow a kiss at any target you can see within 125ft of you. If you succeed your Magic Attack with at least 4 successes, the target suffers -10ft to its Speed for the next 3 rounds and takes cold damage equal to your Charisma. It is not slowed and takes half that if you fail.
- **Negative Kiss - 3MP** - You blow a kiss at any target you can see within 125ft of you. If you succeed your Magic Attack with at least 3 successes, the target loses all magical bonuses it has gained at that moment.
- **Soothing Kiss - 7MP** - You blow a kiss at any target you can see within 125ft of you. That target regains HP equal to your Charisma.
- **Sleepy Kiss - 5MP** - You blow a kiss at any target you can see within 125ft of you. If you succeed your Magic Attack with at least 4 successes, the target instantly suffers a rank of Exhaustion. If you choose to use this Spell while you have the target Grappled, the target instantly falls asleep.
- **Perfect Kiss - 6MP** - You blow a kiss at any target you can see within 125ft of you. If you succeed your Magic Attack with at least 5 successes, the target takes Demonic damage equal to your Charisma. It takes half that if you fail. If you choose to use this Spell while you have the target Grappled, the target instantly takes a strike on its Life Force. You remove one if you have any.



Warlock



Being Demontouched by a Warlock is not to be Demontouched by a demon at all, but rather, to be imbued with the manifestation of human desire to submit to the demons altogether. Those considered 'cultists' or 'witches' or 'satanists' may have been close to achieving the goal you have been handed on a silver platter. It is now your choice to use it as is, practicing it until you master its skills; or to submit to the offered energy, granting you even more power at a mortal price.

Your Defense starts at 6 and you add 2x your Energy to your Max MP.

----- Demonic Skills -----

1. Warlock Spellcasting - You may now utilize spells from the Warlock Spellbook chart in this class. You have the 'Witch's Attack' spell always prepared, no matter what. On top of that, you gain a pool of 'Spell Points' used to prepare spells. This number is equal to your Power, plus 2. Choose spells from the Warlock Spellbook chart in this class. Note that the Second and Third list have level requirements. Spells from the First List cost 1 Spell Point. Spells from the Second List cost 2, and from the Third List, 3. At the end of every long rest, you may change out all of your prepared spells for new ones, so long as the cost doesn't exceed this maximum, you adhere to the level requirement, and you have enough MP to cast each of the spells you prepare.

2. Arcane Focus - Choose a weapon you have on your character's person to make your Arcane focus. Attacks made with this weapon now use the Energy Attribute, rather than their normal attack Attribute. The type of attack it performs stays the same (i.e. melee, thrown, or ranged).

3. Mana Rejuvenation - In combat, at the beginning of your turn, if you are within 10ft of an ally, you regain 1MP.

== PATHS == (Choose a Demonic Path; going forward, you receive only the skill associated with that path)

= BM = Battlemage - Perfect arcane combat and power through cast-able spells

= ZE = Zealot - Unlock the pinnacle of magic through your own body and soul

4. BM - Spell Preparation - The pool of points used to prepare spells now equals your Power, plus 4. Additionally, you may have one spell with an MP Cost that is less than 3MP from the First List as a spell that is always prepared for free.

ZE - Demonic Patron - Refer to the Demonic Patrons chart in this Class. You may choose a Patron from the list provided. Each patron will become your source of profound power, but will ask something of you in return.

5. BM - Spell Break - Devastation Move - When casting a spell from the Second List or the Third List that have a 'Devastating' clause, you may choose to take a strike on your Sanity. Doing so imposes the 'Devastating' clauses listed within that segment of the spell's description upon the target.

ZE - Soul For Sale - Devastation Move - Refer to the Demonic Patrons chart in this Class. Your patron performs their 'Devastating' effect upon either you, your allies, your enemies, or the battlefield, depending on who you've chosen at Level 4. This will last for three rounds, then four starting at Level 9, then five starting at Level 13.

6. BM - Force Field - Spend any number of MP you wish, up to your Power. You are now surrounded by a potent magical field. While active, you gain three free uses of Damage Reduction. You also gain +1 Damage Reduction to all elemental forms of damage except for Demonic. Upon casting, you also choose an elemental type of damage: for that type of damage, as well as all physical types, you gain Damage Reduction equal to the MP spent this way. The force field breaks whenever you take any damage not negated by a Use of Damage Reduction.

ZE - Spell Exertion - Whenever you don't have enough MP to cast a spell that has an MP Cost equal to or lower than your Power, you may cast that spell at a different cost. Any remaining MP is spent for the spell. At the end of your turn, roll a single die and refer to the Exertion table in the Warlock Spellbook. Apply the effect associated with the number you rolled to your character.

7. BM - Discount - Select a single spell from the Spell Book. This spell now costs 2MP less than normal, up to a minimum of 1MP.

ZE - Agonizing Focus - Whenever you use your Arcane Focus to perform a weapon attack, you may treat its attack as if it is a Magic Attack, rather than whatever its normal type of attack is. When you do, you may add the 'Agonizing' effect to your attack, depending on who you chose as your Patron at Level 4.

8. BM - Spell Drive - Whenever you make a Magic Attack, you may choose to not roll bonus dice whenever you receive them. If you do, take note on your sheet of how many dice you save this way. You may store a maximum number of dice equal to your Energy. During any Magic Attack, if you have saved bonus dice, you may remove any number of them off your sheet and roll them during that attack. These bonus dice function just like bonus dice earned naturally.

ZE - Patron Devotion - You gain additional powers from your Patron, but at a cost. Refer to the Demonic Patrons chart in this Class.

9. BM - Field Force - Whenever your Force Field breaks, all enemies within 10ft of you take damage equal to the damage you took when it broke.

ZE - Agonizing Spellcasting - Whenever you cast a spell, you roll a die separate from your other rolls. If that die's outcome is an 8 or higher, you may apply the 'Agonizing' effect to your target, in addition to the spell you cast.

10. BM - Spell Scribe - Once per in-game day, you may place a spell on a piece of paper as a glyph. Pay the MP Cost as if you were casting it, but instead, you gain a Scroll that contains that spell. Anyone that activates that Scroll casts the spell as their own Magic Attack, rolled with the score you have for your Magic Attack. This scroll remains useable for 7 days.

ZE - Spell Obfuscation - Whenever you cast a spell, so long as you pay the full MP Cost of that spell, you may choose to roll a single die and apply an effect from the Exertion table in the Warlock Spellbook on your character at the end of your turn. Doing so allows you to apply the 'Obfuscation' effect to yourself.

11. BM - Spell Savings - If you cast the same spell twice in a row, you may cast the same spell a third time for 1MP Cost next time, so long as it is the very next spell you cast.

ZE - Excruciating Focus - When using Agonizing Focus, apply the 'Agonizing' effects on successful attacks twice.

12. BM - Spell Insanity - Once per in-game day, you may now cast any spell as a free action for 0MP, but you must roll two dice. If that number exceeds your Sanity Threshold, you take a strike on your Sanity. If not, save that number beside your sheet and add it to the next number you roll for Spell Insanity. Taking a strike on your Sanity resets this tally to zero.

ZE - Patron Obsession - The fate with which you succumb if you take the maximum amount of Strikes on your Sanity is altered. Instead of going properly insane, you meet your Patron, which the GM will impersonate and bestow a different outcome for your character at that moment.

13. BM - Spell It Out - When you cast a spell, you may spend more MP than the listed Cost. Doing so allows you to alter one or more of the conditions of the spell, like damage dealt, range, or status effects inflicted; within reason. You are only limited by your imagination, but reasoning and limitations imposed from your GM are still enforceable, including instruction on how much extra MP it will take to bring your creativity to life through the spell selected.

ZE - Total Submission - You become a vessel for your Patron, and while they allow you to retain control of your body, you gain access to immeasurable power.

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

- Quickened Rejuvenation – Mana Rejuvenation now counts the number of allies and enemies within 15ft of you; take this twice, and you count allies and enemies within 25ft 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, Lightning, Cold, Acid, Poison, Psychic, Necrotic, or Thunder). All spells that deal with this element cost 2MP less to cast, to a minimum of 1MP.
- Expanded Preparation – You may add +2 to your Spell Points with which you purchase spells; take this twice to add +4 instead
- Discount – Select a single spell from the Spell Book. That spell now costs 2MP less to cast, to a minimum of 1MP. If you choose to make a discounted spell your Cantrip, you may make a different spell discounted once you hit Level 6.
- Hog-Wild – When using Wild Magic, once per battle, you may make an Aura Roll (Dif 7). If you achieve at least 3 successes, you may choose to have the effects of the Wild Magic Chart affect an ally within 15ft of you. If you fail, proceed with Wild Magic normally, but your GM will impose an additional effect of his/her choice on one, or both of you, depending how badly you fail. You must take the Spell Caster Path if you take this passive at Level 2, and you must wait until Level 6 to receive this.
- Fierce Field – When using Force Field, subtract 150% your Energy from damage dealt. You must take the Battle-Mage Path if you take this passive at Level 2, and you must wait until Level 7 to receive this.

----- Demonic Patrons -----

Belial - +1 Mind and +1 Enrg; -1 Life, -1 Proficiency skills, You mutter chant-like nonsensical demonic speech in your sleep

- Devotion = +1 Mind, +1 Enrg, +1 Magic Atks; Spells with a singlural target, or cast in the form of a line with a distance range, now have double the range
- Submission = Successes from Magic Attack rolls can never be removed by outside effects or other powers
- Agonizing = Offensive spells gain +1 dice and +1 successes on hit
- Devastating = All spells that are cast by you or any ally gain +1 bonus die whenever 10s are rolled.

Behemoth - +1 Vit and +1 Str; -1 Dex, -1 Agility skills, You grow an extra four inches taller and gain 80lbs worth of muscle mass around your body

- Devotion = +1 Vit, +1 Str, +1 Magic Atks; +2 to Melee, Thrown, and Ranged attacks
- Submission = Whenever you cast a spell, you enter a state akin to the Wrathbeast's 'Wrath' skill
- Agonizing = You regain HP equal to 1/3 the MP spent on the spell cast
- Devastating = All non-magical attacks that are made by you or any ally gain +1 bonus die whenever 10s are rolled.

Beelzebub - +1 Vit and +1 Dex; -1 Mind, -1 Perception skills, Your hair grows as a prodigious rate

- Devotion = +1 Vit, +1 Dex, +1 Magic Atks; Spells that impose a saving roll now also impose a rank of Disadvantage on that roll
- Submission = You may blink out of existence to avoid damage. Doing so decreases the difficulty of any saving roll to 5, and increases your Defense to 10 for that individual attack.
- Agonizing = Spells cast by you gain +2 dice towards their attack roll. If the target must roll to save, the number of successes needed increases by one.
- Devastating = Once per round, you and your allies can blink in and out of existence to avoid damage. Doing so decreases the difficulty of any saving roll to 5, and increases your Defense to 10 for that individual attack.

Asmodeus - +1 Dex and +1 Mind; -1 Cha, -1 Aura skills, Your skin becomes red and splotchy for an hour whenever waking from sleep

- Devotion = +1 Dex, +1 Mind, +1 Magic Atks; Allies within the range of your spells are not harmed by the spell's effects, unless you choose them to be
- Submission = So long as you are not incapacitated, any healing done by you or your allies is increased by 50%
- Agonizing = You or an ally regains HP equal to 1/3 the damage dealt with the spell cast
- Devastating = You and all allies within range gain 2 damage resistance to all elemental forms of damage for one minute.

Satanus - +1 Str and +1 Enrg; -1 Dex, -1 Finesse skills, Eyes take on a supernatural color

- Devotion = +1 Str, +1 Enrg, +1 Magic Atks; Add your Energy to your Max HP
- Submission = You can manifest a pair of demonic wings, allowing you to fly a distance equal to twice your speed. These wings are always present.
- Agonizing = You spawn a hellhound beside you that moves on the same turn of initiative as you do. You can only have one hound present this way.
- Devastating = You spawn wings on your back for one minute, allowing you to fly a distance equal to twice your speed. You also spawn three hellhounds.

Lucifer - +1 Cha and +1 Enrg; -1 Vit, -1 Athleticism skills, Your smile becomes sinister-looking, setting some people off

- Devotion = +1 Cha, +1 Enrg, +1 Magic Atks; Non-combat rolls pertaining to social situations now have Advantage
- Submission = Successes from Non-combat rolls pertaining to social situations can never be removed by outside effects or other powers
- Agonizing = Any spell that makes you roll a different roll (as opposed to a Magic Attack Roll), that roll's Difficulty is reduced by 1.
- Devastating = Use this just before combat starts. You and your allies gain +2 to Initiative and may perform an Aura, Charisma, or Perception based non-combat action before combat begins, regardless of initiative order, including the Insight action.

----- Exertion -----

- 1- Your body grows devil-like horns, a long thick tail with a pointed tip sprouts from your tailbone, your feet transform into hooves, and your skin turns a pale shade of red. You do not suffer any penalties or benefits, but you retain this cosmetic appearance for the next two hours. No form of magical disguise can cloak this.
 - Obfuscation- You may impose a Sanity roll on anyone who sees you for the first time within 30ft (Dif 8). Anyone who fails to achieve 3 successes is frightened of you.
- 2- You are instantly teleported somewhere random up to 150ft away. The GM will decide exactly where you appear.
 - Obfuscation- You may choose the location you are teleported to.
- 3- The spell you just cast is no longer prepared. It changes to a different one that your GM will choose.
 - Obfuscation- You may choose the spell you receive.
- 4- Flip a coin: if heads, the ground within a 15ft radius of your spell's target becomes a quicksand-like terrain. If tails, the ground within a 15ft radius of your character does, instead.
 - Obfuscation: You are not effected by this shift in terrain, nor are your allies.
- 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.
 - Obfuscation: You may choose to have these lights either explode, or produce magical darkness, on top of this effect. Doing the former imposes a Dexterity roll (Dif 8) on all within 15ft of the exploding light, dealing 3 Fire damage to those who fail. Doing the latter creates a dome with a 15ft radius of magical darkness from that light, all of which without some form of special perception is blinded by while inside.
- 6- Your character expels a loud, embarrassing burp. It can be heard up to 200ft away, and smells of strawberries and onions, but is harmless.
 - Obfuscation: You can cause someone else within 100ft of you that you can see to perform this burp.
- 7- Your character's body transforms, shrinking in size to half their normal height and mass, for the next two hours. They suffer a -1 penalty to their Defense and a -2 penalty to their Attacks, while this size.
 - Obfuscation: You may choose someone else within 100ft of you that you can see to shrink.
- 8- All magic damage you take is doubled for the next two rounds, or twenty seconds.
 - Obfuscation: You may choose someone else within 100ft of you that you can see to suffer this effect.
- 9- The next spell you cast costs twice as much MP to cast.
 - Obfuscation: Doing so doubles the output of the spell.
- 10- Your character assumes a form that is extremely attractive to others that are attracted to your character's gender for the next hour. All Charisma Rolls you make towards these individuals receive +1 die.
 - Obfuscation: You may treat anyone who interacts with you in this state as if they suffer from the "Amorous" complication.

----- Warlock Spell Book -----

- Witch's Attack - 1 MP - You shoot energy at any target you can see within 70ft. Make an Aura Magic Attack against your target and deal Demonic Damage on a hit.

= First List = Every Spell from this list costs One Spell Point

- Witch's Aggression - 3 MP - You shoot energy at any target you can see within 70ft. If you succeed your Magic Attack with at least 3 successes, the target takes Demonic damage equal to half your Energy.

- Prestidigitation - 1 MP - 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 and believable by all who are in range of it
 - Send a text message to any phone number they have memorized, or mentally implant that text into the mind of any other magic-using character
 - Create small amounts of elemental energy: enough to light a torch, freeze a tray of ice cubes, charge a 1.5v battery, etc.
- Color Spray - 4 MP - Choose one elemental damage type. You shoot energy at every target within a 45ft line. If you succeed your Aura Magic Attack, the target takes damage in the form of your chosen element. You may choose a different element each time you cast this.
- Sleep - 3 MP - Don't roll a Magic Attack, instead, a single target within 20ft of you must Roll a Mind Roll (Dif 8); they fall asleep if they fail to reach 3 successes, staying this way until someone physically wakes them up, or after 10 minutes pass.
- Confuse - 2 MP - 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, performing random actions based on the Confusion status condition chart in the Combat chapter of this book.
- Silence - 2 MP - 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
- Inebriate - 2 MP - 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
- Compel - 2 MP - 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. If done during combat, and they are a foe, they must attempt to attack you.
- Cancel Magic - 3 MP - 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, they must Roll a Mind Roll (Dif 8); their magical bonuses are dispelled if they fail to reach 3 successes.
- Remove Curse - 4 MP - Touch a target: you, or whoever you touch, are relieved of any curses or transformations that might be inflicting them.
- Mending - 3 MP - Touch a mechanical or technological device: whatever you touch has its damage restored. Sentient mechanical objects recover HP equal to your Energy.
- Food - 4 MP - You transform 5lbs of dirt and/or stone into edible foodstuffs. The food is a chalky brown biscuit-like pemecin that is only marginally palatable but provides a full-days nutrition for any who eats at least one pound of it.
- Detect Magic - 3 MP - 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.
- Detect Spirits - 2 MP - 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.
- Sterilize - 2 MP - Touch a target or object: you, whoever, or whatever you touch, is now clean of anything and everything that would be considered filth, or disease, or a traceable element like a fingerprint or smell. The person or object is now completely sterile. If the object is a small container, both the contents and the case itself are sterilized this way.
- Cure - 4 MP - Touch a target: you, or whoever you touch, instantly regains HP equal to your Power.
- Jump - 3 MP - Touch a target: you, or whoever you touch, can now jump 3x farther and/or higher for 5 minutes.
- Levitate - 2 MP - An object, weighing less than 20lbs, now defies gravity for 5 minutes, and floats upwards at a speed of 4.91 m/s² (half the speed of gravity).
- Mage Hand - 2 MP - 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 20lbs.
- Fear Blast - 5 MP - You shout foul words into the air, instantly dealing Demonic damage equal to 25% your Power to all targets within a 30ft cone. Anyone caught in the cone must Roll a Mind Roll (Dif 8); they become frightened if they fail to reach 3 successes.

- Alarm Sigil - 2 MP - 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.
- Magic Armor - 3 MP - Choose one physical or elemental damage type. You gain +5 Damage Reduction of that type for the next two minutes.
- Hold Portal - 3 MP - Using your magic, you can keep a door locked or unlocked for 15 minutes. Any doorknob you touch can be affected.
- Pitch Black - 3 MP - 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.
- Magical Bomb - 3 MP - 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.
- Trigger Sigil - 3 MP - 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:
 - 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

= Second List = Every Spell from this list costs Two Spell Points. You must be at least Level 4 to choose from this list.

- Witch's Assault - 6 MP - You shoot energy at any target you can see within 70ft. If you succeed your Magic Attack with at least 4 successes, the target takes Demonic damage equal to your Energy.
- Blur - 4 MP - Touch a target: all Melee and Ranged Attacks directed at you, or whoever you touch, have Disadvantage for the next 3 rounds.
- Chromatic Blast - 8 MP - Choose one elemental damage type. You shoot energy at every target within a 45ft cone. Don't roll a Magic attack: instead, the target rolls a Dexterity Roll (Dif 8) and takes damage of your chosen element equal to your Energy if they fail to reach 3 successes. You may choose a different element each time you cast this spell.
 - Devastating – This spell deals damage twice, and you may choose two different elements per instance.
- Invisibility - 5 MP - Touch a target: you, or whoever you touch, instantly becomes invisible for the next 5 minutes
- Feast - 5 MP - Same as Food, but you create 15lbs of whatever food you choose. It is of high quality and tastes however you desire
- Illusion - 5 MP - You create an illusion that covers 30sqft however you see fit. This illusion can represent anything you wish but dissipates in the mind of a target if s/he detects magical energy, then Rolls a Mind Roll (Dif 8) and reaches 3 successes. The illusion lasts 10 minutes.
 - Devastating – The illusion now covers 300sqft and lasts one hour.
- Divination - 5 MP - Using magical energy to heighten your senses, you are shown one of the following:
 - A clue to the answer of a riddle
 - The shortest path to a destination
 - The safest path to a destination
 - A brief glimpse of the future, as it will occur naturally, now
 - An answer to a Yes or No question, within the GM's discretion (you will simply hear "Maybe" if the answer is too important)

You may not use the same option more than once every in-game hour

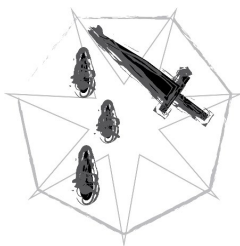
- Devastating – The GM may provide you with more critical information, depending on your choice
- Augury - 6 MP - You call upon demons to bestow an omen upon you. There is a 30% it will be good, 30% chance it will be bad, 20% chance it will be both, 20% chance it will be neither.
 - Devastating – The demon will grace you with their presence for 1 minute to aid you in battle.
- Dream - 4 MP - You appear in the dream of any sleeping human you have interacted with before for at least 10 minutes. You can converse with the person while they dream but are subject to the content of their dream while you

do so. If you cast this while the person is awake, nothing occurs, but you are mentally alerted when the person falls asleep. You must re-cast this spell then.

- Reverse Gravity - 8 MP - Choose a point you can see within 100ft: the laws of gravity are reversed in a 10ft radius of that point for the next 2 minutes
- Curse - 4 MP - You shoot energy at a target within 35ft. If you succeed your Magic Attack with at least 5 successes, the target suffers one of the following for the next 3 rounds:
 - All Rolls now have +1 Difficulty
 - Choose a specific Core Attribute, all Rolls with that Attribute, and with Source Attributes related to that, now have +2 Difficulty
 - Devastating – The curse is permanent until removed by magic
- Aether Cure - 4 MP - Touch a target: you, or whoever you touch, instantly regains HP equal to 2x your Energy. Additionally, you can have them remove one negative effect or disease
- Blast Cure - 5 MP - You shoot energy at a target you can see within 70ft. This spell makes that target regain HP equal to your Energy.
- Revive - 8 MP - If a character has truly passed away (reaching 0HP and receiving the maximum number of Strikes on their Life Force) within the past ten minutes, this spell will return their soul to their body upon touch. They instantly regain 1HP and remove one Strike on their Life Force.
- Fireball - 9 MP - From any spot you can see within 100ft, you create a massive ball of fire, hitting everything within 20ft of that spot. Don't roll a Magic Attack, instead, target(s) must Roll a Dexterity Roll (Dif 8); they take fire damage equal to your Energy if they fail. They take half that if they succeed. There is a 30% chance that the area is lit ablaze.
 - Devastating – This spell deals your Power in damage, and there is a 100% chance the area is lit ablaze
- Lightning - 9 MP - 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 your Energy if they fail. They take half that if they succeed. There is a 30% chance that electronics within 25ft of any point of that line will malfunction.
 - Devastating – This spell deals your Power in damage, and there is a 100% chance that electronics go haywire
- Flash Freeze - 9 MP - You snap your fingers, and a 15ftX45ft area directly in front of you is instantly flash-frozen. Don't roll a Magic Attack, instead, target(s) must Roll a Dexterity Roll (Dif 8); they take cold damage equal to your Energy if they fail. They take half that if they succeed. There is a 10% chance that the targets are frozen solid. Drenched targets, and all bodies of water, have a 40% chance.
 - Devastating – This spell deals your Power in damage, and there is an 80% chance targets are frozen solid. That chance is 100% if drenched.
- Quagmire - 9 MP - Everything within a 25ft radius of you is suddenly engulfed in a noxious green fume. Don't roll a Magic Attack, instead, target(s) must Roll a Dexterity Roll (Dif 8); they become poisoned and take poison damage equal to your Energy if they fail. They take half that and are not poisoned if they succeed. For the next 3 rounds, or half a minute, there is a 20% chance that anyone within, or entering, that area, become poisoned.
 - Devastating – This spell deals your Power in damage and being poisoned this way deals damage equal to half your Power at the beginning of each of your turns, unless 3 successes are achieved on a Vitality Roll (Dif.8).
- Tar Torrent - 9 MP - 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 bludgeoning damage equal to your Energy if they fail. They take half that and are not restrained if they succeed. All who enter these squares must Roll an Athleticism Roll (Dif 8); they become restrained if they fail.
 - Devastating – This spell deals your Power in damage, and the difficulty to test against restraint is now 10
- Deluge - 9 MP - You clap your hands and, suddenly, all sources of water within 60ft of you rupture and spray outwards up to 20ft towards your foes. Don't roll a Magic Attack, instead, target(s) must Roll a Dexterity Roll (Dif 8); they take bludgeoning damage equal to your Energy from each source if they fail. They take half that if they succeed. All squares and targets within the blast range of the sources are now drenched.
 - Devastating – This spell creates two new sources wherever the player decides within the 100ft range
- Entangle - 9 MP - 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 slashing damage equal to your Energy if they fail. They are not restrained, but still take full damage if they succeed.
 - Devastating – This spell automatically restrains the target, as if the target failed their roll

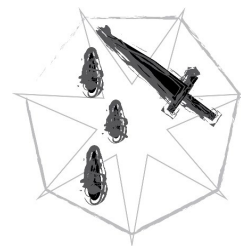
= Third List = Every Spell from this list costs Three Spell Points. You must be at least Level 10 to choose from this list.

- Witch's Armageddon - 20 MP - You shoot energy at all targets you can see within a 70ft cone. Don't roll a Magic Attack, instead, target(s) must Roll a Dexterity Roll (Dif 8); they take Demonic damage equal to your Energy if they fail to achieve 3 successes. They take half that if they succeed.
 - Devastating – The targets take damage equal to 2x your Energy
- Horror - 15 MP - Roll a Magic Attack towards a target within 40ft. On a hit, that target must roll a Sanity Roll (Dif 7+Strikes). The target takes a Strike on their Sanity for every success you gain more than they do.
- Omnipotent Cure - 10 MP - Touch a target: you, or whoever you touch, instantly regains HP equal to 3x your Power. Alternatively, you can have them recover 1x your Power in HP and remove one negative effect or disease from them.
- Radiant Cure - 12 MP - You shoot energy at every target you can see within 70ft. This spell makes the targets regain HP equal to your Power.
- Remove Insanity - 8 MP - Touch a target: you, or whoever you touch, instantly removes a strike on their Sanity. This may only be cast once per in-game day on the same person.
- Life - 10 MP - 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
- Teleportation - 12 MP - You magically teleport yourself to any unoccupied spot you can see within 200ft of you. You can teleport yourself to a spot you cannot see, but you must also roll a die. Rolling a 7 or higher places you where you want to be. Rolling less causes an outcome described by the GM.
 - Devastating – The range of this spell is now two miles, or alternatively, into a Demonic HellScape of your choice, but the HellScape counts as a spot you cannot see.
- True Revival - 20 MP - If someone has died by being brought down to 0HP and killed, this spell will return that character to a stable, living condition. This spell can be used at any time after the occurrence of death, drawing the soul out of the astral plane back into its body. If the body is not intact, the revived character may be considered undead.
- Imprison - 17 MP - Don't roll a Magic Attack, instead, a target within 40ft of you must Roll a Life Roll (Dif 7+Strikes); they take a strike to their Sanity that does not count towards their maximum for every success under 3 they don't achieve. Instead of the normal behavior, these strikes go on the bottom of their list of Strikes and counts as "your strikes" against them. As long as that person has a strike, and you address that person by their name, you can issue a command that they must obey to the best of their ability. If they refuse, a strike becomes real. If they lose their soul because of this, their body becomes a mindless servant, imprisoned in your control.
 - Devastating – The target now takes a strike for every success under 6 they don't achieve
- Stop Time - 25 MP - Time stops for everything, and everyone, except you. Roll a single die and divide that number by 2, rounding up. You may take that many rounds in combat in a row.
 - Devastating – Time stops except for you and whoever is holding your hand, and don't divide the number on the die.
- Ultimate Word - 25 MP - 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 strikes you receive this way must be removed before you can cast it again.
 - Devastating – You do not need to remove the strikes you received before doing this again



Demilich

Being Demontouched by a Demilich is to become death in a way that truly represents and understands that state of being. You don't just embody the taxing nature it has on life itself, but you can sap the very life from your foes to fuel your own powers. Death is all around us and, as a Demilich, you can animate it to do your bidding. With this connection to the unliving,



Your Defense starts at 6 and you add your Life to your Max HP and Max MP.

-- Note: the Demilich has not changed much going from 3.1 to 3.2, so the formatting is from 3.1 --

----- Demonic Skills -----

- 1- Drain – For 2 MP, your character may perform an Aura Magic Attack that deals Piercing damage at any target s/he can see within 60ft.
 - 2- Power Copy – If you succeed in dealing damage with Drain, you gain a bonus ability that the target has access to for the next 2 rounds. If the target is Demontouched, you have access to their Level 1 Demonic Skill. If the target is mortal, you can choose to give your next Drain attack Advantage, or give +1 dice to any particular Attribute you wish for one minute. The latter option's bonus changes to +2 at Level 4, +3 at Level 7, +4 at Level 10, and +5 at Level 13.
 - 3- Energy Leak – When you deal damage with Drain, the target loses MP equal to half the Damage you deal.
- == PATHS == (Choose a Demonic Path; going forward, you receive only the skill associated with that path)
= VM = Vampire – Your power is fueled by blood: collect it from enemies and use it against even more
= NE = Necromancer – Your power is comprised of the dead: raise both forgotten flesh and machine
- 4- VM – Blood Drain – When you deal damage with Drain, you recover HP equal to half the Damage you deal.
NE – Raise Dead – For 3MP, as a movement action, you may transform a dead or spirit-less body into a zombie or ghoul (respectively). Refer to the Demilich Spell Book.
 - 5- VM – Devastation Move – Vampire Form – As a bonus action, you may take a strike on your corruption. Doing so transforms your body into your Vampire Form. Refer to the statistics listed in the Demilich Spellbook, as you now add them to your character for the duration. This lasts for two minutes, or twelve rounds of combat.
NE – Devastation Move – Call of the Dead – As a full-round action, you may take a strike on your corruption. All dead or spirit-less bodies on the battlefield, or within 200ft of you, become Devastating Zombies or Ghouls (respectively). All living beings within the same range need to make a Life Roll (Dif.7+Strikes), rolling again if they fail to reach 3 successes, and taking a strike on their Life Force each time they fail to reach 3 successes. If they receive the maximum number of Life Strikes, they become a Ghoul.
 - 6- VM – Bite – Your fangs are now always pointed. You may choose to perform a bite as an Athleticism Melee Attack. This attack always has Advantage, and can never have Disadvantage. When you deal damage with Bite, you recover HP equal to half the Damage you deal.
NE – Summon Skeletons – As a full-round action, you may summon skeletons to appear out of the ground and fight for you. You gain a pool of points to spend equal to your Energy Score. Doing so imposes a strike on your Life Force. Refer to the Demilich Spell Book.
 - 7- VM – Blood Draw – When you deal damage with a weapon, you may spend MP up to the amount of damage you dealt. If you do, recover 1HP for every MP you spend this way.
NE – Sacrifice Zombie – For 3MP, you may cause any zombie under your control to bury itself underground. On its next turn, it explodes, dealing ballistic damage equal to 2x your Energy in a 10ft radius from its position.
 - 8- VM – Blood Magic – You now have access to spell-like abilities that cost HP to use. Refer to the Demilich Spell Book.
NE – Undead Machinery – If a Zombie or Ghoul is present, for 4MP, you may cause any zombie or ghoul under your control to bury itself underground. On its next turn, it emerges from its position driving a random vehicle. Refer to the Demilich Spell Book.
 - 9- VM – Life Bite – When you choose to bite as an attack, you may choose to not deal damage. Instead, the target must achieve 3 successes on a Life Roll (Dif 7+strikes). If they fail, you remove a Strike from your Life-Force. The target takes a Strike on their Life Force.
NE – Life Drain – When you deal damage with Drain, you may choose to not deal damage. Instead, you impose a Life Roll

on your target (Dif 7+Strikes). It takes a strike on its Life Force and you remove a strike from your Life Force if it fails to reach 3 successes.

- 10- VM – Vampire Venom – When you deal damage with Life Bite to a target that is Human and not Demontouched, and they take the maximum number of Strikes on their Life Force, the target instantly becomes your Vampire Underling. Refer to the Demilich Spell Book.
NE – Skeletal Minutemen – Your Summon Skeletons ability now offers the option to create rifle-wielding minions. Refer to the Demilich Spell Book.
- 11- VM – Sadistic Blood Magic – Whenever you perform an attack that allows you to recover HP, you may cast a spell through your Blood Magic skill using the HP you acquire instead of recovering it. Treat this skill as if you already have the ‘Magical Off-Hand’ Human skill.
NE – Zombifying Drain – When you deal damage with Drain, if the target is brought to 0HP or less, the target immediately becomes a zombie. Additionally, if the target takes the maximum number of Strikes on its Life Force, the target immediately becomes a ghoul, instead.
- 12- VM – Feral Bite – If a target is reduced to 0HP by way of your Bite attack, you may perform an additional turn immediately after concluding this one. You can only gain one additional turn per round this way.
NE – Undead War Machine – If a zombie or Ghoul is present, for 6MP, you may cause any zombie or ghoul under your control to bury itself underground. On its next turn, it emerges from its position driving an armored war vehicle. Refer to the Demilich Spell Book.
- 13- VM – Ultimate Vampire – Upon dealing damage with Blood Drain, Blood Draw, or Bite, you may instantly cast any number of spells from the Blood Magic table, using a pool of HP equal to the damage you just dealt.
NE – Skeletal Goliath – Your Summon Skeletons ability now offers the option to create gigantic monstrous minions. Refer to the Demilich Spell Book.

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

- Pain Drain – When using your Drain ability, you can choose to deal damage as any physical type of damage. Take this twice to change the damage to Demonic.
- Potent Drain – When you attack using your Drain ability, roll 150% the normal amount of dice. Take this twice for 200% instead.
- Bone Efficiency – When using Summon Skeletons, you may use a number equal to 150% your Energy. You must take the Necromancer Path if you take this passive at Level 2, and you must wait until Level 5 to receive this.
- Blood Efficiency – When using Blood Draw, every 2MP spent this way gives you 6HP. You must take the Vampire Path if you take this passive at Level 2, and you must wait until Level 7 to receive this. Take this twice for 8HP.
- Day of the Dead – Your Zombies, Ghouls, and Skeletons no longer suffer a penalty from sunlight or UV light. You must take the Necromancer Path if you take this passive at Level 2, and you must wait until Level 4 to receive this.
- Embracing Bite – If you have an opponent grappled, you may automatically succeed in performing a Bite attack. Don’t roll an attack: roll a single die. The number on that die is how many successes you receive. You must take the Vampire Path if you take this passive at Level 2, and you must wait until Level 6 to receive this.
- Blood Drinker – Whenever you deal damage with Bite, you recover HP equal to half of all damage dealt. You must take the Vampire Path if you take this passive at Level 2, and you must wait until Level 6 to receive this.
- Copycat – When using Power Copy, you retain abilities for 4 rounds. Take this twice for 8 rounds
- Body Armor – Whenever you are within 25ft of a dead or spirit-less body, you gain +1 Defense

== Demilich Spell Book ==

Blood Magic

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

=== Blood Magic ===		
Name	Description	HP Cost
Drip	By letting blood out of your body, you can control it telekinetically, up to 100ft away. It moves at a speed of 15ft, it can move up walls and ceilings, but cannot enter another's body unless through another cut, which poisons them. Your blood cannot attack or speak, but you can perceive through it and position your blood however you choose.	2
Coat	Coating your weapon in a layer of your blood adds half your Energy to damage dealt for the next three attacks made with it. You must coat the ammo of Ranged Weapons, not the weapon itself, to receive this bonus for Ranged Attacks.	3
Splash	Throwing a handful of your blood at a target's face blinds and deafens them. If you succeed your Aura Magic Attack with at least 4 successes, the target is blinded and deafened for one round.	4
Mark	By drawing a symbol with your blood on a surface, you mark it. The mark stays present for 72 hours. You gain the following: - You are mentally alerted to anything and anyone that passes by your mark - You can cause any single person within 50ft of your mark who is touching the same surface that your mark is on to instantly take damage equal to half your Power. The mark disappears after. - You can cause a Blood Magic ability to occur from your mark at any time; spend the HP Cost for that spell as you draw this mark. The mark disappears after use. - You can teleport to where the mark is for 12 HP, so long as there are no magical barriers between you and the mark. The mark disappears after.	4
Join	You wound yourself to amplify the pain of another. If you are benefiting from Power Copy, and you choose to add Advantage to your next Drain attack, add two ranks of Advantage instead of just one.	4
Craft	You take your blood and solidify it into a usable melee weapon. Choose any melee weapon from the Equipment section of this book. Roll Aura Magic Attacks when using it. The weapon disappears after it is used for 3 attacks, or if it is dropped.	5
Plate	By coating your flesh in hardened blood, you increase your Defense by +2 for 1 Minute	6
Blast	You fire your blood out in a long dark red spire in a straight line at a target up to 70ft away. If you succeed your Magic Attack with at least 4 successes, the target takes damage equal to half your Energy. You can perform this as many times as you can attack with your weapons or spells for one HP Cost.	6
Tear	Choose a target up to 50ft away that you can see. That target starts crying blood as their insides are wracked with pain. Don't roll a Magic Attack, instead, target(s) must Roll a Sanity Roll (Dif 7+Strikes); they take damage equal to your Power and a Strike to their Sanity if they fail. They take half that and no strikes if they succeed.	8
Rend	You fire out your blood in a stream that travels 20ft forwards. Roll a Magic Attack against your target. For every 3 successes you achieve, the target's Defense is reduced by 1 point for 2 rounds.	8
Spray	You launch droplets of blood outward like buckshot at every target within a 30ft cone of you. Don't roll a Magic Attack, instead, target(s) must Roll a Dexterity Roll (Dif 8); they take damage equal to your Energy if they fail to get 5 successes. They take half that if they succeed.	9

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
+Life	+5	8	+1	+2
Abilities				
<ul style="list-style-type: none">- Upon becoming a Vampire Underling for the first time, they remove a Strike on their Life Force (leaving them with 3 strikes). If they remove all the Strikes on their Life Force, they may make a Life Roll (Dif 9). If they achieve 3 successes, they are no longer a Vampire Underling. If not, they take a Strike on their Life Force (leaving them with 1 strike) and are still your Underling.- You may choose to have your Vampire Underling share your turn in combat, or to have them roll their own Initiative- S/he may attack with weapons, and with a bite attack, on their attack action. Bites always have Advantage and they can never have Disadvantage.- When s/he attacks with his/her bite, s/he regains HP equal to half damage dealt- Ranged Attacks aimed at him/her have Disadvantage, unless made with a wooden piercing weapon- S/he is immune to all Poison Damage- S/he cannot deny orders given by you, unless you allow them to. They must complete the task to the best of their abilities- S/he takes 5 damage every in-game day and doesn't recover HP from rest. If S/he reaches OHP this way, they fall to 1HP instead, and make a Mind Roll (Dif 9). They must attack the nearest target with a bite until they regain HP if they fail.- S/he takes double damage from all Fire damage, piercing damage from wooden weapons, and magical damage delivered through a Fallen Angel's Demon Skills- S/he takes 2 damage every round when standing in running water, or when in a space illuminated by sunlight, UV light, or magical light				

Devastation Move - Vampire Form

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

=== Vampire Form ===				
Max HP	Speed	Defense	Attack	Initiative
+30	+10	9	+2	+3
Abilities				
<ul style="list-style-type: none">- Upon taking on your Vampire Form, reroll your initiative. You take on this new turn order at the beginning of next round.- You sprout bat wings from your back. You may now fly for the remainder of your transformation. Your wings provide you with a flight speed of 70ft. This is reduced to 30ft if you are carrying or assisting anyone, or you are encumbered. If damaged while flying, you start falling if you fail a Vitality Roll (Dif 8). You automatically start falling if petrified, restrained, stunned, frozen, or in a space illuminated by sunlight, UV light, or magical light.- You may attack with your weapons, and with a bite attack, on your attack action- Ranged Attacks aimed at you have Disadvantage, unless made with a wooden piercing weapon- You are immune to all Poison Damage- You take double damage from all Fire damage, piercing damage from wooden weapons, and magical damage delivered through a Fallen Angel's Demon Skills- You take 2 damage every round when standing in running water, or when in a space illuminated by sunlight, UV light, or magical light				

The Undead

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

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

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

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

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

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

Undead Machinery

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

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

Undead War Machinery

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

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

Equipment and Weapons

Warfare in the modern world has brought numerous different types of weapons into the realm of practicality. Some are as simple as an improvised club or a sharpened length of metal. Others are as complex as a precision sniper rifle or a guided missile launcher. When attacking with a weapon, you will either rely on the listed Attack Roll (which you've already added your bonuses from Human and Demonic skills to), or you will roll the exact number of dice listed on the chart. Some weapons will add bonuses on top of this, like extra dice or extra successes on a hit. Roll the dice at a difficulty equal to the Defense of your target. Once you roll the dice, you deal one damage for every success you achieve.

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

Melee Weapons

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

== Melee Weapons ==			
Weapon Names	Attack Roll	Damage Type	Attributes <i>(Some weapons must be of high quality or specific design to have certain properties. Your GM will tell you which apply)</i>
<i>Unarmed Strikes</i>	Melee	Bludgeoning	<i>This is to show the attack roll and damage type done when punching or kicking a target without any weapons equipped. There is no Technique for this.</i>
Switchblades, Daggers, Kunai, Short blades, Short Spears, Stakes, etc.	Melee or Thrown	Piercing	Concealable; Throwable(20ft)
Technique: Slipshot	You can make an attack with this weapon from its concealed or packed-away location without any penalty, as if it was an equipped weapon.		
Javelins, Throwing Spears, etc.	Melee or Thrown	Piercing	Throwable (35ft)
Technique: Hamstring	If you hit a target with this weapon, that target's speed is reduced by 10ft until the start of your next turn. This cannot stack upon multiple hits.		
Hatchets, Axes, Cleavers, etc.	Melee or Thrown	Slashing	Throwable (20ft)
Technique: Crush	If you hit a target with this weapon and your next attack is on the same target, your next attack gains Advantage.		
One-Handed Swords, Machettes, etc.	Melee	Slashing	-None-
Technique: Stance	If you hit a target with this weapon, your next attack with this weapon cannot suffer from Disadvantage		
Stunners, Electric Batons, etc.	Melee	Lightning	Special(Target must make a Vitality Roll (Dif 8), they are stunned for one round if they fail to reach 3 successes)
Technique: Discharge	The Difficulty with which the target rolls their Vitality Roll is 9, instead of 8.		
Clubs, Bats, Metal Pipes, Nightsticks, Maces, Hammers, etc.	Melee +1 Succ.	Bludgeoning	Large
Technique: Concuss	If you hit a target with this weapon and they choose to attack you, their next attack has Disadvantage.		
Long Spears, Lances, Glaives, Halberds, etc.	Melee +2 Succ.	Piercing	Two-Handed; Heavy; Large; Reaching
Technique: Hamstring	If you hit a target with this weapon, that target's speed is reduced by 10ft until the start of your next turn. This cannot stack upon multiple hits.		

Two-Handed Axes, Pickaxes, etc.	Melee +1 Dice; +1 Succ.	Slashing	Versatile; Heavy; Large
Technique: Crush	If you hit a target with this weapon and your next attack is on the same target, your next attack gains Advantage.		
Two-Handed Swords and Machettes, etc.	Melee +1 Dice	Slashing	Heavy; Large
Technique: Stance	If you hit a target with this weapon, your next attack with this weapon cannot suffer from Disadvantage		
Giant Clubs, Heavy Maces, Sledgehammers, Flails, etc.	Melee +2 Succ.	Bludgeoning	Two-Handed; Heavy; Large
Technique: Concuss	If you hit a target with this weapon and they choose to attack you, their next attack has Disadvantage.		
Whips, Chains, etc.	Melee +1 Succ.	Slashing	Heavy; Large; Reaching
Technique: Topple	If you hit a target with this weapon, you may choose to forgo the damage dealt. If you do this, you force the target prone instead of wounding it.		
Chainsaws, Motorized Tools, etc.	Melee +3 Succ.	Slashing	Ammo(Gasoline); Consumption; Heavy; Large; Loading; Special(This weapon holds a certain amount of ammo, determined by your GM)
Technique: Gore	If you hit a target with this weapon, you may choose to forgo the damage dealt. If you do this, you force the target to be frightened of you instead of wounding it.		

Non-Firearm Ranged Weapons

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

== Non-Firearm Ranged Weapons ==			
Weapon Names	Attack Roll	Damage Type	Attributes <i>(Some weapons must be of high quality or specific design to have certain properties. Your GM will tell you which apply)</i>
<i>Pistol Whipping</i>	Melee	Bludgeoning	<i>This is to show the attack roll and damage type done when striking a target with a ranged weapon, instead of shooting. There is no Technique for this.</i>
Slingshots, Slings, etc.	Ranged	Bludgeoning	Ammo(Stones); Ranged(50ft)
Technique: Overload	By loading the pouch of your weapon with 5 stones instead of one, you can perform an attack that behaves like a Full-Auto attack with a firearm. You do not need Firearm Proficiency to do this.		
Short Bows, Light Crossbows, Hand Crossbows, etc.	Ranged	Piercing	Ammo(Arrows, Bolts); Ranged(80ft); Loading
Technique: Stance	If you hit a target with this weapon, your next attack with this weapon cannot suffer from Disadvantage		
Long Bows, Composite Bows, Heavy Crossbows, etc.	Ranged +2 Succ.	Piercing	Ammo(Arrows, Bolts); Ranged(150ft); Heavy; Large; Loading
Technique: Hamstring	If you hit a target with this weapon, that target's speed is reduced by 10ft until the start of your next turn. This cannot stack upon multiple hits.		
Net Launchers, Capture Guns, etc.	Ranged	Bludgeoning	Ammo(Cartridges); Ranged(40ft); Large; Loading; Special(Target must make a Dexterity Roll (Dif 8), they are entangled if they fail to reach 3 successes)
Technique: Ensnare	The Difficulty with which the target rolls their Dexterity Roll is 9, instead of 8.		
Flamethrowers	Ranged +2 Dice	Fire	Ammo(Gasoline, Propane, Oil); Consumption; Ranged(40ft); Heavy; Large; Loading; Spread(Line)
Technique: Volatile	This weapon sets the terrain it attacks ablaze for 3 minutes.		
Tazers	Ranged	Lightning	Ammo(Cartridges); Ranged(15ft); Special(Target must make a Vitality Roll (Dif 8), they are stunned for one round if they fail to reach 3 successes)
Technique: Discharge	The Difficulty with which the target rolls their Vitality Roll is 9, instead of 8.		
Grenades, Thrown Explosives, etc.	Thrown +2 Dice	Ballistic	Throwable(30ft); Spread(10ft Cube); Special(Targets in the spread must make a Vitality Roll (Dif 8). Subtract their successes from yours. They take damage equal to your remaining successes.)
Technique: Munitions	The spread of this weapon increases by 5ft. Attacks made with this weapon gain +2 successes on a hit.		
Molotov Cocktails, Incendiary Bombs, etc.	Thrown +2 Dice	Fire	Throwable(30ft/300%); Spread(10ft Square); Special(The ground is set ablaze for 1 minute, but there is a 50% chance the fire catches and spreads beyond this. Targets starting their turn, or moving into or through, burning spaces take 3 Fire damage for every 5ft they move through the fire)
Technique: Volatile	This weapon sets the terrain it attacks ablaze for 3 minutes.		
Flashbang Grenades	Thrown +4 Dice	Ballistic	Throwable(30ft); Spread(10ft Cube); Special(Targets in the spread do not take damage. Instead, they must make a Vitality Roll (Dif 8). Subtract their successes from yours.

			They are stunned for a number of rounds equal your remaining successes.)
Technique: Munitions	The spread of this weapon increases by 5ft. Attacks made with this weapon gain +2 successes on a hit.		

Firearm Weapons

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

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

== Firearm Weapons ==			
Weapon Names	Attack Roll	Damage Type	Attributes <i>(Some weapons must be of high quality or specific design to have certain properties. Your GM will tell you which apply)</i>
Light Handguns, Light Revolvers, Conceal-Carry Guns; Varmint Rifles, Pistol Caliber Carbines, etc.	Ranged	Ballistic	Ammo(Light); Ranged(35ft); Concealable; Capacity(4-10); Fire Mode(Single, Semi-auto)
Technique: Slipshot	You can make an attack with this weapon from its concealed or packed-away location without any penalty, as if it was an equipped weapon.		
Standard Handguns, Standard Revolvers, etc.	Ranged +1 Dice	Ballistic	Ammo(Light); Ranged(50ft); Capacity(6-20); Fire Mode(Semi-auto)
Technique: Rout	When attacking a target that is using Half-Cover, if you have attacked the same target last round, you can attack them this round while ignoring their cover bonus.		
Match Grade Handguns, Performance Revolvers, etc.	Ranged +2 Dice	Ballistic	Ammo(Medium); Ranged(60ft); Versatile; Capacity(6-10); Fire Mode(Semi-auto)
Technique: Stance	If you hit a target with this weapon, your next attack with this weapon cannot suffer from Disadvantage		
Magnum Handguns, Magnum Revolvers, etc.	Ranged +2 Succ.	Ballistic	Ammo(Magnum); Ranged(35ft); Versatile; Recoil; Capacity(6-10); Fire Mode(Single, Semi-auto)
Technique: Impact	Targets hit by this weapon must make a Vitality Roll (Dif 8). They are pushed back 10ft if they fail to reach 3 successes.		
Machine Pistols, Micromachine Guns, etc.	Ranged	Ballistic	Ammo(Light); Ranged(35ft); Versatile; Recoil; Capacity(15-35); Fire Mode(Semi-auto, Full-auto)
Technique: Graze	When firing in Burst or Full-auto, in situations where you would deal zero damage either through failure to hit or Uses of Damage Reduction, your attack still deals 1 damage to the target.		
Submachine Guns, Personal Defense Weapons, etc.	Ranged	Ballistic	Ammo(Light); Ranged(60ft); Versatile; Two-Handed; Capacity(20-50); Fire Mode(Semi-auto, Burst, Full-auto)
Technique: Rout	When attacking a target that is using Half-Cover, if you have attacked the same target last round, you can attack them this round while ignoring their cover bonus.		
Shotguns (using Buckshot Shells)	6-12 Dice <i>(Add +3 successes on a hit)</i>	Ballistic	Ammo(Buckshot); Ranged(20ft); Versatile; Two-Handed; Capacity(1-10); Fire Mode(Single, Semi-auto); Special(When rolling to attack, roll the specified amount of dice and subtract 1 die for every 5ft beyond the specified range that the target is from you)
Technique: Graze	In situations where you would deal zero damage either through failure to hit or Uses of Damage Reduction, your attack still deals 1 damage to the target. This can only be performed up to a maximum range as your Dice would allow.		
Shotguns (using Slug Shells)	Ranged <i>(Add +3 successes on a hit)</i>	Ballistic	Ammo(Slugs); Ranged(35ft); Versatile; Two-Handed; Capacity(1-10); Fire Mode(Single, Semi-auto)

Technique: Impact	Targets hit by this weapon must make a Vitality Roll (Dif 8). They are pushed back 10ft if they fail to reach 3 successes.		
Shotguns (using Specialist Shells)	Ranged	Varies (see <i>Special</i>)	Ammo(Specialist); Ranged(35ft); Versatile; Two-Handed; Capacity(1-10); Fire Mode(Single, Semi-auto); Special(Your GM will determine specific properties for Specialist Shells)
Technique: Wildcard	Depending on the shell loaded, your GM will apply an additional technique effect to your attacks.		
Civilian Assault-Style Rifles	Ranged +1 Dice	Ballistic	Ammo(Assault); Two-Handed; Ranged(100ft); Capacity(10); Fire Mode(Semi-auto)
Technique: Crush	If you hit a target with this weapon and your next attack is on the same target, your next attack gains Advantage.		
Military-Grade Assault Rifles	Ranged +1 Dice	Ballistic	Ammo(Assault); Two-Handed; Ranged(150ft); Recoil; Capacity(5-50); Fire Mode(Semi-auto, Burst, Full-auto)
Technique: Rout	When attacking a target that is using Half-Cover, if you have attacked the same target last round, you can attack them this round while ignoring their cover bonus.		
Hunting Rifles	Ranged (Add +2 successes on a hit)	Ballistic	Ammo(Assault); Two-Handed; Loading; Ranged(150ft); Capacity(1-6); Fire Mode(Single)
Technique: Puncture	If you are attacking a target that is using cover, you may choose to sacrifice your bonus successes to attack them. If you do so, ignore all Half Cover, and treat Full Cover as if it is Half Cover.		
Military-Grade Marksman Rifles	Ranged (Add +2 successes on a hit)	Ballistic	Ammo(Assault); Two-Handed; Heavy; Ranged(200ft); Recoil; Capacity(1-20); Fire Mode(Single, Semi-Auto)
Technique: Stance	If you hit a target with this weapon, your next attack with this weapon cannot suffer from Disadvantage		
Sniper Rifles	Ranged (Add +4 successes on a hit)	Ballistic	Ammo(Heavy); Ranged(300ft); Recoil; Two-Handed; Heavy; Large; Loading; Capacity(1-10); Fire Mode(Single, Semi-Auto)
Technique: Puncture	If you are attacking a target that is using cover, you may choose to sacrifice your bonus successes to attack them. If you do so, ignore all Half Cover, and treat Full Cover as if it is Half Cover.		
Light Machine Guns	Ranged +2 Dice	Ballistic	Ammo(Assault); Two-Handed; Heavy; Large; Loading; Ranged(75ft); Recoil; Capacity(50-100 or Belt-Fed); Fire Mode(Burst, Full-auto)
Technique: Rout	When attacking a target that is using Half-Cover, if you have attacked the same target last round, you can attack them this round while ignoring their cover bonus.		
Heavy Machine Guns, Gatling Guns, etc.	Ranged +3 Dice	Ballistic	Ammo(Heavy); Two-Handed; Heavy; Large; Loading; Ranged(75ft); Recoil; Capacity(Belt-Fed); Fire Mode(Full-auto)
Technique: Rout	When attacking a target that is using Half-Cover, if you have attacked the same target last round, you can attack them this round while ignoring their cover bonus.		
Grenade Launchers	Ranged (Add +2 successes on a hit)	Varies	Ammo(Grenades); Two-Handed; Heavy; Large; Loading; Ranged(50ft); Capacity(1-6); Fire Mode(Single); Special(Your GM will determine specific properties for Grenades. You can have more than one type of grenade loaded into your weapon at a time, if the capacity allows.)
Technique: Munitions	The spread of this weapon increases by 5ft. Attacks made with this weapon gain +2 successes on a hit.		

Rocket Launchers, Bazookas, etc.	Ranged <i>(Add +4 successes on a hit)</i>	Ballistic	Ammo(Rockets); Two-Handed; Heavy; Large; Loading; Recoil; Ranged(150ft); Capacity(1-4); Fire Mode(Single); Spread(10-35ft Cube)
Technique: Munitions	The spread of this weapon increases by 5ft. Attacks made with this weapon gain +2 successes on a hit.		
Missile Launchers	Ranged <i>(Add +6 successes on a hit)</i>	Ballistic	Ammo(Missiles); Two-Handed; Heavy; Large; Loading; Recoil; Ranged(200ft); Capacity(1); Fire Mode(Single); Spread(35ft Cube)
Technique: Munitions	The spread of this weapon increases by 5ft. Attacks made with this weapon gain +2 successes on a hit.		

Weapon Properties

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

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

Armor and Shields

Despite combat being modernized to the point where tactics have changed drastically in the past two hundred years, armor remains an incredibly important part of any kit. Protecting yourself prolongs your stay in battle, as well as prevents lasting injury after the fact. You'd be a fool not to wear any.

Armor and Shields rarely provide a raw bonus to your Defense (except through some select Human and Demonic Skills). Instead, they grant you extra Uses of Damage Reduction, as well as certain types of Damage Reduction on top of that. When taking damage, you can expend a Use of Damage Reduction to subtract damage from the stated type, if it matches up with the damage type of the attack you're hit with. They might provide you with other benefits as well.

This list is a series of recommendations for your GM to associate with their game world. They may alter these suggestions to their needs, as well as add some unique armors and shields to suit their needs.

== Armor ==			
Armor Names	+Uses	Damage Type	Attributes <i>(Some armor must be of high quality or specific design to have certain properties. Your GM will tell you which apply)</i>
Thick Leather Jackets, Kevlar Jeans, Padded Clothing, etc.	+2	+1 Bludgeoning +1 Slashing	
Motorcycle Gear, Athletic Padding, etc.	+3	+2 Bludgeoning +1 Piercing	
Reinforced Clothing, Gambesons, Undershirt Plating, 3D Printed Armor, etc.	+3	+1 All Physical	
Firefighter Gear	+4	+1 Bludgeoning +1 Slashing +3 Fire	This armor frequently comes with respirators designed to prevent smoke inhalation. Poison damage associated with specifically this can be completely negated if this feature exists on your armor.
Grounded Leather	+4	+1 Bludgeoning +1 Slashing +3 Lightning	
Arctic Jackets, Winter Clothing, etc.	+4	+1 Bludgeoning +1 Slashing +3 Cold	
Chemical Environment Gear, Protective Lab Jackets, etc.	+4	+1 Bludgeoning +1 Slashing +3 Acid	
Militia Gear, Improvised Plate Carriers, etc.	+3	+1 All Physical, <i>but</i> +3 Ballistic	Plate Carriers can replenish +1 Use of DR by way of a Full Round action, in which your character replaces the plate in its pouch with another. Spare plates are needed for this.
Riot Gear, Helmets and Composite Half-Plate, etc.	+5	+1 All Physical, <i>but</i> +3 Bludgeoning	
Anti-Stab Dyneema Weave	+3	+1 All Physical, <i>but</i> +3 Piercing	
Forester's Safety Pads	+4	+3 Slashing	These pads are loaded with tangling fibers designed to jam chainsaws when they contact the wearer. Roll a single die if attacked by this weapon: the weapon is disabled on a 5 or higher.
Base-Grade Military Armor, Kevlar Plate Carriers, etc.	+4	+2 All Physical, <i>but</i> +4 Ballistic	Plate Carriers can replenish +1 Use of DR by way of a Full Round action, in which your character replaces the plate in its pouch with another. Spare plates are needed for this.
Heavy Armor, EOD Gear, Full Plate, etc.	+5	+4 All Physical	
Retrofitted Armor, State-of-the-art Armor, etc.	+6	+4 All Physical +1 Chosen Element	

== Shields ==			
Shield Names	+Uses	Damage Type	Attributes <i>(Some shields must be of high quality or specific design to have certain properties. Your GM will tell you which apply)</i>
Plastic Shield, Composite Buckler, etc.	+2	+1 Bludgeoning +1 Slashing +1 Piercing	
Plywood Shield, Wood Buckler, Arm Bracer, etc.	+3	+1 Bludgeoning +1 Slashing +1 Piercing	Some of these shields are flammable. If an attack states a possibility of ignition, include this gear along with it. It will deal 3 Fire damage to you every round if worn while ablaze.
Sheet Metal Shield, Metal Buckler, Pot Lid, etc.	+5	+2 Bludgeoning +2 Slashing +1 Piercing	
Riot Shield, Thin Bullet-Proof Glass, Standard Shield, etc.	+4	+3 All Physical, <i>but</i> +2 Ballistic	
Reinforced Shield, Thick Bullet-Proof Glass, Match-Grade Shield, etc.	+5	+3 All Physical	
Steel Shield, Tower Shield, Heavy Shield, etc.	+5	+4 All Physical +1 Chosen Element	

