

# CHARACTER CREATION

Slayers go through many of the same steps during character creation. Here you will find the rules for creating your character.

1. Choose your class.
2. Set one skill as a d10, two skills as d8, and all other as d6.
3. Select two basic advances to start with.
  1. If you are an Arcanist, you cannot choose to add another Known Spell during character creation.
4. Record your starting stats based on your class and advances you have taken.
5. Name and describe yourself. Why did you become a Slayer? Where were you trained, if you were trained at all? How long have you been doing this? Will it ever end?

## Advancing Your Slayer

After a successful Hunt, your character improves. Before that however, have each Slayer reflect on the experience and answer at least one of the following questions:

- What did you learn about yourself this Hunt?
- What did you learn about an ally this Hunt?
- Would you have done things differently?
- What about this Hunt will stick with you for quite some time?



Roll 1d6 and increase your total HP. Next, increase one skill from d6 to d8. If all of your skills are already at least d8, you may instead increase one skill to d10.

Finally, you may choose an advance. Basic advances may be taken at any time, and expert advances may only be taken after you have 5 basic advances.

## BLADE



### Starting Stats

**HP:** 10

**Speed:** d8

**Weapon Dice:** 1d6

**Damage Per Hit:** 2

### **Basic Advances**

- The first roll of your attack is always with Advantage.
- Reroll the first 1 rolled during an attack.
- Parry applies to any allies within Engaged range of you.
- Increase both effects of Slay +1.
- Change Speed die to d10 and always roll it with Advantage.
- Always increase total HP by 5 when advancing, instead of rolling.
- If a monster attacks you, your next attack against them is made with advantage.

### **Expert Advances**

- Increase Weapon Dice to 2d6.
- Make a free attack action using Flow.
- Hit on 3+ when attacking.
- When a monster has half HP or less, all of your attacks against them are with advantage.
- Hits from attacks with Advantage deal +1 damage each.

## BLADE

**HP**

**Speed**

**Weapon Dice**

**Damage**

**Name**

**Style**

**Agile**

**Brawn**

**Deceive**

**Hunt**

**Mend**

**Negotiate**

**Stealth**

**Streets**

**Study**

**Tactics**

### **ATTACK ACTION - COMBO**

Choose a monster at Engaged range and roll your Weapon Dice. Any dice that are a Hit trigger a combo, and you roll another attack die. You continue to combo until you no longer roll a Hit. Add up the number of Hits, and deal damage based on your weapon's damage.

### **QUICK ACTION - STANCE**

You may change your fighting stance. Any effects from your stance will remain until you use another quick action to change your stance.

- Flow: After you kill a monster, you may take a free Move action.
- Parry: Monsters need a 5+ to Hit you instead of 4+.
- Slay: +1 damage per Hit, but take +1 damage from monster Hits.

### **BASIC ADVANCES**

### **EXPERT ADVANCES**

## GUNSLINGER

### Starting Stats

**Starting HP:** 8

**Speed:** d6

**Trigger Limit:** 4

**Damage Per Hit:** 1



### **Basic Advances**

- Increase Trigger Limit +1. Can be taken 2 times.
- Carve a rune into your gun. Can be taken 3 times.
- Increase Speed to d8.
- First bullet fired from a fully loaded gun is rolled with Advantage.
- Last bullet in the gun deals +2 damage per Hit.

### **Expert Advances**

- You can choose more than one target when you Sling Lead. Choose how many dice for each before rolling.
- Carve a rune into your gun. Can be taken 3 times.

### **Runes**

When you carve a rune into your gun, choose a rune from the list below and write it on a chamber that doesn't have one yet. Any bullet fired from that chamber has the additional effect of the rune. A chamber can only hold one rune, and once a chamber has a rune, it cannot be undone.

- Hollowpoint: +2 damage on Hit.
- Blast: Target is pushed back from Near to Far.
- Tar: Deals no damage. Target takes 1 fewer action on their next turn.
- Snare: Deals no damage. Target makes their next action with disadvantage.
- Bleed: Deals no damage. Target loses 1 HP at the start of each of its turns until dead.
- Accurized: Hits on a 3+ instead of a 4+.

## GUNSLINGER

HP

Speed

Name

Trigger Limit

Style

Damage

Agile

Brawn

Deceive

Hunt

Mend

Negotiate

Stealth

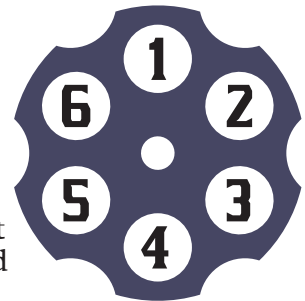
Streets

Study

Tactics

### **ATTACK ACTION - SPRAY LEAD**

At the start of combat place 6d6 in front of you, representing the bullets in your gun. When you Spray Lead, choose a Near or Far monster and pick up as many bullets as you would like to fire, up to your Trigger Limit. You may use bullets from any chamber that you currently have loaded. Each bullet that Hits deals damage. Bullets that have been rolled are spent, and are not available until you reload.



### **QUICK ACTION - RELOAD**

You may reload up to two bullets into any empty chambers.

### **RUNES**

1	4
2	5
3	6

### **BASIC ADVANCES**

### **EXPERT ADVANCES**

# ARCANIST

## Starting Stats

HP: 6

Speed: d4

Known Spells: Choose 3

## Basic Advances

- Add a spell to your Known Spells. Can be taken 2 times.
- Advance a spell. Can be taken 2 times.
- May reroll your Bane roll. Choose which result to keep.
- You can lose 1 HP instead of taking a point of Corruption.
- When you boost a spell, add 1d8 instead of 1d6.

## Expert Advances

- Add a spell to your Known Spells. Can be taken 2 times.
- Advance a spell. Can be taken 2 times.
- Always roll 1d8 when casting a spell instead of 1d6.



# ARCANIST

HP

Speed

Name

Corruption ☐ ☐ ☐ ☐ ☐ ☐ ☐

Style

Agile

Brawn

Deceive

Hunt

Mend

Negotiate

Stealth

Streets

Study

Tactics

## ATTACK ACTION - CAST SPELL

Choose a Known Spell and roll 1d6 to cast it, marking 1 point of corruption after resolving the spell's effect. You can boost a spell, adding d6 to the roll, but also increasing the corruption by 1. After resolving a spell, compare the highest rolled die to your current corruption. If you have more corruption, roll on the Bane table and reset your corruption. Corruption is reset at the end of combat.

## QUICK ACTION - PURGE CORRUPTION

Roll 1d6. On a Hit, remove 1 corruption, on a Miss remove none.

## BASIC ADVANCES

## EXPERT ADVANCES

## KNOWN SPELLS

d6	BANE
1	-1 for next Skill roll
2	Next spell is with Disadvantage
3	Can't use Move action next turn
4	Can't use Quick action next turn
5	Only 1 action next turn
6	Take damage equal to corruption

## ARCANIST SPELLS

### CORRUPT

**Range:** Engaged

**Effect:** The target is affected by your corruption. Every time you cast a spell, the affected target takes 1 damage. Lasts until the target or you are dead.

**Boost:** Target takes damage equal to your current corruption instead.

**Advance:** When target dies, the spell jumps to another target of your choice within Near.

### EXPLODE

**Range:** Engaged and Near

**Effect:** Everyone within Near of you, including allies, takes damage equal to your current corruption.

**Boost:** Damage is doubled.

**Advance:** Damage includes the corruption gained from casting this spell, and boosting if applicable.

## ARCANIST SPELLS CONTINUED

### HEX

**Range:** Any

**Effect:** Choose 1 effect. Effect lasts until the end of the target's next turn.

- Target must roll 5+ to Hit
- Target cannot Move
- Target attacks nearest ally

**Boost:** Effect lasts 2 turns.

**Advance:** Choose 2 effects instead.

### SIPHON

**Range:** Engaged

**Effect:** The target loses 1 HP and you gain 1.

**Boost:** Gain all lost HP and target loses the same amount.

**Advance:** Increased to 2 HP at base effect instead of 1.

### ENERGY BOLT

**Range:** Near and Far

**Effect:** Choose a target. 1 damage per Hit.

**Boost:** 3 damage per Hit

**Advance:** Now deals 2 damage per Hit instead of 1.

### FEAR CLOUD

**Range:** Near

**Effect:** On a Hit, the target and anyone at Engaged range of them are temporarily afraid of you and Move away from you until the start of your next turn.

**Boost:** Those affected are paralyzed and cannot move or act instead of fleeing.

**Advance:** Target can now be at any range.

### MEND

**Range:** Any

**Effect:** Roll 1d6 for each Hit. Target heals HP equal to total. This can also stabilize a dying character.

**Boost:** 2d6 HP per Hit.

**Advance:** If you heal for at least 4 HP, you may also remove one corruption from yourself.

### TEMPORAL SHIFT

**Range:** Near and Far

**Effect:** If the target is a monster, they take 1 fewer action their next turn. If the target is a Slayer, they take 1 more action next turn.

**Boost:** Affects 2 actions normally instead of 1.

**Advance:** Slayers may do the same action twice when affected by Temporal Shift.

## TACTICIAN



### Starting Stats

**HP:** 8

**Speed:** d4

The Tactician has a unique type of action: the Combat Action. This is an action that can be taken anytime during combat, not during the Tactician's turn. This action represents the Tactician helping their allies fight more efficiently, and foil the actions of their enemies.

### Basic Advances

- Add 1d6 to your Strategy Pool. Can be taken 3 times.
- You may roll d4s in place of any number of d6s in your Strategy Pool.
- You may roll d8s in place of any number of d6s in your Strategy Pool.
- Instead of replacing a die, you may add or subtract a Strategy Pool dice for a roll.
- When a monster is killed, roll 1d6 and add it to the Pool.
- You and your allies all roll their Speed with Advantage.

### Expert Advances

- When using Issue Command, ally Slayers may make an Attack action.
- Ally Gunslingers reload 3 bullets instead of 2.
- Ally Blades make their next attack after changing their stance with Advantage.
- Ally Arcanists Hit on a 3+ when using Purge Corruption.

## TACTICIAN

**HP**

**Speed**

**Name**

**Style**

**Agile**

**Brawn**

**Deceive**

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### COMBAT ACTION - STRATEGY POOL

When combat is about to begin, the Tactician scans the battlefield and prepares to help their allies while hindering their foes. Before any actions are taken, the Tactician rolls a number of d6 equal to their Tactics skill die size. These form the Strategy Pool. During combat, the Tactician can replace a die rolled by either an ally or an enemy with any of their Strategy Pool dice. Once that die has been used, it is discarded for the remainder of combat. This does not count as an action and is done during other combatent's turns.

### STRATEGY POOL

### ATTACK ACTION - SLASH OR SHOOT

Roll 1d6 against an Engaged or Near target. On Hit, deal 1 damage.

### BASIC ADVANCES

### QUICK ACTION - ISSUE ORDERS

Choose another Slayer within Near. That Slayer may immediately make a Move or Quick action for free.

### EXPERT ADVANCES