



SLAYERS
IT'S SLAY OR BE SLAIN.

NAME

STYLE

HP - CURRENT/MAX

SPEED

WEAPON DICE

DAMAGE

READY ACTION - **SIZE UP**

At the start of combat, after the turn order has been established, you may Analyze for free.

AGILE

BRAWN

DECIEVE

HUNT

MEND

NEGOTIATE

STEALTH

STREETS

STUDY

TACTICS

ATTACK ACTION - **CRACK SHOT**

Choose a target at Near or Far range and roll your Bullet. On a Hit, the target takes damage depending on your Bullet size. If you roll the highest possible die value, you deal a Crit and add your Crit damage. If you roll a natural 1, reduce your Bullet die one size (e.g. d8 to d6). If you roll a natural 1 while your Bullet is a d4, you must spend your entire next turn reloading your rifle. Take no actions, and change your Bullet back to its maximum size.

QUICK ACTION - **ANALYZE**

At the start of combat, after the turn order has been established, you may Analyze for free.

- Learn a piece of information about them (HP, actions they can take, etc.).
- Next attack from any Slayer on them is with Advantage.
- Increase your Speed +1 if you are after them in the turn order. If they are higher, -1 to their Speed.

BASIC ADVANCES

EXPERT ADVANCES