╋BLADE━━►

NAME

STYLE

HP - CURRENT/MAX	**SPEED**	**WEAPON DICE**	**DAMAGE**

READY ACTION - **TAKE A STANCE**

Choose one of your stances (Flow, Parry, or Slay) to be in at the start of combat.

AGILE

BRAWN

DECIEVE

HUNT

MEND

NEGOTIATE

STEALTH

STREETS

STUDY

TACTICS

ATTACK ACTION - **COMBO**

Choose a monster at Engaged range and roll your Weapon Dice. Any Hits trigger a combo, and you roll another die. You continue to combo until you no longer Hits. Deal damage for the total number of Hits.

QUICK ACTION - **STANCE**

You may change your fighting stance. Any effects from your stance will remian 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 monsters deal +1 damage per Hit.

BASIC ADVANCES

EXPERT ADVANCES

GUNSLINGER

NAME

STYLE

HP - CURRENT/MAX

SPEED

DAMAGE

READY ACTION - **LOAD UP**

At the start of combat, place 6d6 in front of you, representing the bullets in your gun.

AGILE

BRAWN

DECIEVE

HUNT

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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 have loaded. Each bullet that Hits deals your Damage. Bullets that have been rolled are spent and are not available until you reload.

RUNES

1

2

3

4

5

6

QUICK ACTION - **RELOAD**

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

BASIC ADVANCES

EXPERT ADVANCES

ARCANIST

SLAYERS
IT'S SLAY OR BE SLAIN.

NAME

STYLE

HP - CURRENT/MAX | **SPEED** | **CORRUPTION**

READY ACTION - **FAVORED SPELL**

Choose a Known Spell to favor. When using a favored spell, don't mark corruption when using it, unless it's boosted.

AGILE

BRAWN

DECIEVE

HUNT

MEND

NEGOTIATE

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TACTICS

ATTACK ACTION - **CAST SPELL**

Choose a Known Spell and roll 1d6 to cast it. On a Hit, resolve the spell's effect. on a Miss, the spell fails. in either case, mark 1 point of corruption after resolving the roll. You can boost the 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 resset your corruption. Corruption is always reset at the end of combat

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

QUICK ACTION - **PURGE CORRUPTION**

Roll 1 d8. On a Hit, remove 1 corruption, on a Miss remove none.

BASIC ADVANCES

EXPERT ADVANCES

TACTICIAN

SLAYERS
IT'S SLAY OR BE SLAIN.

NAME

STYLE

HP - CURRENT/MAX | **SPEED** | **STRATEGY POOL**

READY ACTION - **READY FORCES**

Gather and roll a number of dice equal to the number of faces on your Tactics skill die (a pool size of 6 for d6, a pool size of 8 for d8, and so on.) This is your Strategy Pool.

AGILE

BRAWN

DECIEVE

HUNT

MEND

NEGOTIATE

STEALTH

STREETS

STUDY

TACTICS

PASSIVE ACTION - **STRATEGY POOL**

Before the turn order is determined, roll a number of d6 equal to your Tactics skill die size. These form your Strategy Pool. During combat, you can replace a die rolled by either an ally or an enemy with any of your 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 combatant's turns.

ATTACK ACTION - **SLASH/SHOOT**

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

QUICK ACTION - **ISSUE ORDERS**

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

BASIC ADVANCES

EXPERT ADVANCES