

NAME

LOOK

Human: Ahrmin, Calrim, Gradus, Judas, Tyron*Mutant:* Brezin, Crez, Grack, Og, Rack, Zi, Li*Tiefling:* Azadaeous, Heironious, Enveridion, Hezanya

Cold Eyes, Glowing Red Eyes, Cluster of Eyes, Burning Eyes
 Short Black Hair, Long Flowing White Hair, Bald and Scarred
 Unholy Robes, Cursed Blackened Mail, Salvaged Armor
 Thin Twisted Body, Toned and Strong as Sin, Mutated Hulk

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
☐ WEAK -1	☐ SHAKY -1	☐ SICK -1	☐ STUNNED -1	☐ CONFUSED -1	☐ SCARRED -1
STR	DEX	CON	INT	WIS	CHA

DAMAGE

ARMOR

HP

CURRENT
MAX

YOUR MAX HP IS
15+CONSTITUTION

ALIGNMENT/DRIVE

☐ EVIL

Use your powers for cruel or selfish acts.

☐ CHAOTIC

Defeat a worthy foe to prove your might.

STARTING MOVES

AURA OF DARKNESS (CHA)

The Unholy Warrior is a beacon to darker powers seeking a pawn to do their bidding. These forces provide boons to him in exchange for services or promises. Divine figures (such as Demons, Angels, Clerics, other Unholy Warriors, ect.) can identify your true nature upon seeing you. As evil forces whisper secret lore to you, you can choose two of the following areas to gain a +2 bonus to rolls when using Spout Lore pertaining to them.

- ☐ Demonology
- ☐ Magic
- ☐ History
- ☐ Politics
- ☐ Monsters
- ☐ Religion

HELLFIRE (INT OR WIS)

When you make your character, choose either INT or WIS to use for this move.

When you call forth the fires of hell, roll +INT or +WIS. *On a 10+, you spew a gushing fire from your hand that coats a target in the near range, lighting them on fire and doing a d10 of damage. *On a 7-9, choose 2:

- You only deal 1d6 of damage
- You draw unwanted attention or make an opening for an opponent.
- You can only hit an opponent in close range.
- You lose control and burn yourself for 1d4 damage.
- You get -1 ongoing to any further Hellfire tests till you make camp.

DIRE BARGAIN (CHA)

You can call out to the fiendish beings from realms beyond that grant you your unnatural might to assist you on your adventures. You may roll +CHA. *On a 10+, the current action you take benefits or merely entertains said forces and they fuse their own might into you, granting you +1 ongoing to all rolls till you rest. *On a 7-9, the cruel and malicious nature of such fiends cannot help but inflict misery on their own pawn. You gain +1 ongoing to all rolls till your rest and choose 1 of the following:

- Loose 1d6 weight worth of equipment of the Gm's choice as the vile forces steal it from you.
- You get -2 armor till you rest.
- You take 2d6 damage.

RACE/BACKGROUND

☐ HUMAN

When you enter a city populated by humans, you can suppress your Aura of Darkness as long as you are in a crowd.

☐ MUTANT

Gain -1 CHA and +1 CON.

☐ TIEFLING

Add one point of damage to any Hellfire power you use.

BONDS

Fill in the names of your companions in at least one:

_____ fears me, with good reason.

I didn't expect _____ to be so ruthless; perhaps they could be swayed to my cause.

Bah, I have never seen anyone as foolish as _____.

I have marked _____ **FOR DEATH!**

THE UNHOLY WARRIOR

 LEVEL
 XP

GEAR

Your load is 12+STR. You start with a short sword (Close, 1 weight), 20 coins, dungeon rations (3 uses, 1 weight)

Choose your defenses:

- ☐ Demonic plate mail (3 armor, clumsy, 3 weight)
- ☐ Sinister combat armor (1 armor, 2 weight)

Choose your weapons:

- ☐ Cursed great sword (close, +2 damage, 3 weight)
- ☐ Gore stained flail (reach, +1 damage, messy, 2 weight)

Choose one:

- ☐ 2 healing potions (0 weight)
- ☐ Dungeon rations (5 uses, 1 weight)
- ☐ Robes of an evil priest (weight 0) and 5 infernal tomes (counts as a bag of books, 5 uses, 1 weight)

Choose two:

- ☐ Screaming steel shield (+1 armor, 2 weight)
- ☐ Long bow (near, far, +1 damage, 2 weight)
- ☐ Black oak arrows (ammo, 3 uses, 1 weight)
- ☐ An icon bearing your trophies of past vile acts (1 weight)

ADVANCED MOVES

When you gain a level from 2-5, choose from these moves.

☐ ARMOR OF CONTEMPT

As long as you wear armour, you gain an additional point of hold when you defend, regardless of your roll.

☐ UNWHOLESOME INSIGHT

You may ask an additional question when you roll a 7-10 for Discern Realities.

☐ INSANE FURY

If you roll a +10 on a Hack and Slash roll, you are allowed to add +2d6 damage instead of +1d6 if you open yourself up to an enemy.

☐ PROFANE SORCERY

Add +1 to all to your rolls for Hellfire rolls and damage. However, now any being who uses magic can detect your true nature.

☐ THE WEIGHT OF BLASPHEMY

Add +3 to your load.

☐ DESECRATE

You can desecrate a holy site or object and make it unholy. Whenever you fight in an unholy site, you get +1 ongoing to all rolls until you leave said area.

☐ WOLF AMONGST LAMBS

For a number of times a day equal to your level, you can hide your aura of darkness from all who could detect it. You cannot use this power again till you rest.

☐ KIN SLAYER

When damaging foes of the same race as you, you may roll two damage dice and pick the highest.

☐ DARK DEVOTION

When you Make Camp, you can offer up a prayer to the darker forces at work. This gives you one re-roll of any one single dice. You can't use this power again till you rest.

☐ NO REST FOR THE WICKED

You gain +5 max HP and you get +2 to all Take Watch rolls.

When you gain a level from 6-10, choose from these moves or the level 2-5 moves.

☐ DARK IDOL

You gain +1 to all Parley rolls to all supernatural evil creatures and on a 12+ they can be recruited by you.

☐ EPITOME OF VIOLENCE

At the end of a session, if you were rewarded XP for defeating a significant foe, you gain two XP instead of one.

☐ SINNER'S STRIKE

You add +1d6 to all damage rolls.

☐ SIMPERING SERVANT

You summon a small fiendish creature to serve you. The creature is as loathsome as it is pathetic. It will not fight for you, but will perform any task for you, taking glee in such orders that cause others to suffer.

☐ BLASPHEMOUS BESEECHMENT

If you sacrifice an unwilling sentient subject without interruption at the time, you may gain +2 forward to your next Dire Bargain roll. If your sacrifice is willing without supernatural influence, you gain +3 forward instead.

☐ CANNIBAL

Eating the flesh of a fallen foe or ally that shares a race with you heals you for 1d4 damage.

☐ DEMON FIRE

Your Hellfire now does 1d12 damage and has piercing 2.

☐ EVIL IS ETERNAL

When rolling for Last Breath, a result of 5-6 counts as a 7-9.

☐ ☐ MASTER OF DARK MAGICS

Learn two of the following Cleric spells and cast them using the Hellfire roll. Magic Weapon, Cause Fear, Animate Dead, Speak with Dead, Darkness. You may take this power twice, taking different powers than the ones you picked the first time