

BLADE

SLAYERS

Name

Style

HP - Current/Maximum

Speed

Weapon Dice

Damage

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, with each Hit dealing your 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 enemy Hits.

Basic Advances

Expert Advances

GUNSLINGER

SLAYERS

Name

Style

HP - Current/Maximum

Speed

Trigger Limit

Damage

Agile

Brawn

Deceive

Hunt

Mend

Negotiate

Stealth

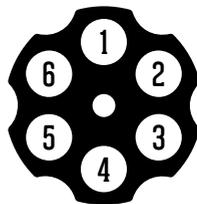
Streets

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 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

4

2

5

3

6

Quick Action - Reload

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

Basic Advances

Expert Advances

—ARCANIST—

SLAYERS

Name

Style

HP - Current/Maximum

Speed

Corruption

Agile

Brawn

Deceive

Hunt

Mend

Negotiate

Stealth

Streets

Study

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

Basic Advances

Expert Advances

TACTICIAN

SLAYERS

Name

Style

HP - Current/Maximum

Speed

Agile

Brawn

Deceive

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.

Strategy Pool

Attack Action - Slash/Shoot

Roll 1d6 against an Engaged or Near target. On 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

—RULES REFERENCE—

Rule of 4+: Every die that is 4+ is a Hit, or else is a Miss.

Skills: Roll skill die, as well as the skill die of any assisting PC. When rolling more than 1 die, keep the higher.

- » **Agile:** Dodging, leaping, even cart rolling.
- » **Brawn:** Physical work, powering through, intimidating.
- » **Deceive:** Lying, tricking, distracting.
- » **Hunt:** Hunting, tracking, monster knowledge.
- » **Mend:** Warding death, tending wounds, medical training.
- » **Negotiate:** Persuading, diplomacy, compelling.
- » **Stealth:** Blending in, keeping quiet, sleight of hand.
- » **Streets:** Social circles, navigating the city, coin on hand.
- » **Study:** Perception, reading a scene/person, doing research.
- » **Tactics:** Strategic intel, reacting to a battle, knowing a foe.

Combat

Turn Order: PCs rolls their Speed. Monsters use flat scores.

Round: Begins with the highest Speed and ends after the turn of the lowest Speed.

Turn: A PC may take up to two actions during their turn. They may make any combination of these actions, in any order they like, but may not do an action twice.

Move: Go from one relative distance to the next (e.g. Near to Far, Engaged to Near, etc.).

Attack: Unique to class.

Quick: Unique to class.

Skill: Works as a normal skill roll. May provide a bonus effect.

Advantage: Roll attack dice twice and keep the higher results.

Disadvantage: Roll attack dice twice and keep the lower results.

Death: If a PC is brought to 0 HP, they are dying. One attempt at stabilizing them is allowed. If successful, they remain at 0 HP until the end of the fight. If failed, they are dead.