

# Character One

## Profile And Description

Select one per group. Gain 1 CP when you act accordingly, and 2 CP if this causes you danger or harm

You've served in the Last Guard because:

- They enlisted you by force
- You joined after a tragedy
- You believed in their mission

You left the Last Guard because:

- You lost all your faith
- You witnessed something terrible they did
- They caused the death of a friend

You received the Demon-mark because:

- You want to avenge your family
- You've seen too much horror
- You lost hope in other men

Your Demon-mark looks:

- Like a big dragon, on your entire body
- Like a wolf head, on your right arm
- Like a large snake, on your back

## Attributes

## Traits And Items

## Notes

### Body

Use to force, resist, brawl, fight

Strong

Sword fight

Shield (protection +2)

Plate armor (protection +2)

Demon sword (damage +3)

Tough

Iron gauntlets (brawl damage +1)

### Skill

Use to move, do, execute, aim

Aim

Fast

Climb

Hide and sneak

Hunting Bow (damage +3)

20 Arrows

### Mind

Use to think, perceive, detect

Tracking

Perception

Military strategy

Investigation

Detect lie

### Spirit

Use to resist, lead, talk, seduce, lie

Honest

Vengeful

Brave

Negotiate

Lie

## Special Moves

Select a move at the beginning of the game. Unlock others at the price of 5 CP. Activating a move costs 1 CP, or take 2 DP.

- VOICE OF THE LAST GUARD: take +3DD in negotiating with humans for the entire scene, as long as you act assertively
- FURIOUS COUNTERATTACK: take +2DD for the next 3 rolls in combat, only after you've been hit
- DESPERATE ATTACK: take -X protection and +XDD fighting and +X damage as long as you fight recklessly

## Notes

20 silver coins

## Combat, Damage & Conditions

Basic Damage	3		
Protection	4 (total)	Plate armor 2	Shield 2
Hit Points	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	
Wounded	<input type="radio"/> -1D6 Body	Confused	<input type="radio"/> -1D6 Mind
Shaken	<input type="radio"/> -1D6 Skill	Broken	<input type="radio"/> -1D6 Spirit

## Code Points

Be neutral & observe, sacrifice & bring justice, accept death.

## Demon Points

Stage One

Stage Two

Stage Three

