DEMON HUNTERS
A COMEDY OF TERRORS

Faith Dice

Devotion 3

Chapter Σ VII

Name Alex Harkadian

Description

Harkadian traveled the world, searching for a cure. He studied under powerful mystics and read through ancient, forbidden volumes. He found it. A cure for death. It brought back his sister, but she didn't come alone. An entire cemetery full of corpses clawing their way out of their graves. They came back, but they came back wrong. Hungry. He had to put them all back down. And when his sister attacked his grandmother, he had to put her down again too. And when his grandmother changed, well... But there was no time to mourn. Whatever he'd done had lingered, and people don't stop dying. They'd bury them by day, and he'd rebury them by night. Weeks passed before the Brotherhood found him and put an end to his grim vigil. He hasn't given up on a finding a cure, but these days he's more careful.

Aspects

Grim Necromancer	CONCEPT
Shell-Shocked	TROUBLE
Never Say Die	DISCIPLINE
Knowledge Beyond the Veil of Death	DISCIPLINE
Lead by Example	DISCIPLINE

Approaches

CAREFUL	d10	d6	QUICK
CLEVER	d8	d8	FORCEFUL
SNEAKY	d6	d4	FLASHY

Disciplines

d6	COMBAT & TACTICS
d4	COVERT OPS
d10	MYSTIC ARTS
d4	RESEARCH & DEVELOPMENT
d8	SOCIAL ENGINEERING
	FRINGE

Conditions

MILD (UP TO 5 HITS)

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MODERATE (UP TO 10 HITS)

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☑ XXXXXXXXXXXXXXXX

SEVERE (UP TO 15 HITS)

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Stunts

Form a Defensive Perimeter: Because I know how to form a defensive perimeter, I gain a +2 to Carefully create advantages or defend against surprise attacks, ambushes, or when outnumbered.

Necromantic Paragon: Because I am a necromantic paragon, I gain a +2 when I Quickly create advantages or attack using death magic.

Raise the Dead: Because I can raise the dead, once per session I can return the spark of life back to a fallen ally or other character. They return with a moderate condition already marked off: Recently Dead.