

NAME




LOOK

True Nephilim: Jason, Devin, Sarah, Zoey, Melanie Scarlet Eyes, Whitened Eyes, Blackened Pupils, Glowing Eyes Half Angel: Michael, Gabriel, David, Abaddon Disheveled Hair, Greased Back Hair, Long and Ragged Hair
Half Demon: Beezelbub, WormWood, Jezzabelle, Screwtape

Tattered Clothing, Cheap Suit & Tie, Casual Wear
Malnourished Shape, Fit & Muscular Body, Obese Body

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 10+CONSTITUTION

ALIGNMENT

Chaotic

You try to use your power to cause disorder wherever you go.

Neutral

You ignore pleas for help when there is nothing for you to gain

Good

You were given strength for a reason, so you are always trying to justify your existence through acts of kindness.

RACE

Half Demon

The blood of the dark ones flow through your veins. Take +2 to Limbo Travel, on an attempt to entering Limbo.

Half Angel

The blood of the holy creatures dwells within you Take +2 to Limbo Travel, on an attempt back to the real world.

True Nephilim

Your parents took part in a love forbidden to ever happen, one between angels and demons. Take +1 to Limbo Travel.

BONDS

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

_____ could prove to be a useful asset.

I wish to protect _____ with my life.

_____ will always support me when I need it I

wish to guide _____ on his path.

STARTING MOVES

Soul Bounded Weapon

As a half-blood, you have access to a weapon that is bound to your soul. Your weapon may be called to your hand when not on your person, can only be used by you, is 2 weight and has the Thrown tag and gains one of the following abilities based on your race.

- Half-Demon: Weapon of your choice deals fire damage and gains Messy.
- Half-Angel: Weapon of your choice deals holy damage and gains Precise.
- True Nephilim: Weapon of your choice deals ice damage and gains +3 Piercing.

Nephilim Wings

Your blood allows you to sprout wings. When you jump and glide through the air, with the utilization of your wings, take +1 to DEX rolls.

A Nephilim's Last Breath

Take +1 forward to *Last Breath*.

Limbo Travel

Your blood allows you to temporarily travel between Limbo and the real world. When doing so, roll. On a 10+, you travel successfully to the limbo version of your location. You cannot be seen, attacked or sensed by people outside of Limbo. You can hear and see the real world clearly, but cannot interact with it. On a 7-9, you do it, but you can only make out blurry spirits of the people in the area and cannot hear what they are saying. Exiting will not be as easy, take ongoing -1 to exiting limbo. On a miss, you fail to shift into or out of Limbo



The Nephilim

LEVEL

XP

GEAR

Your Load is 10+ STR. You have Leather Armor (1 Armor, 1 Weight) and Dungeon Rations (5 Uses, 1 Weight). You also carry your Soul Bounded Weapon (2 Weight, Thrown), be sure to describe your weapon to the DM.

Choose 2 of the following:

- 22 Coins
- Shield (+1 Armor, 1 Weight)
- Harbinger Gauntlets (+1 Armor, 2 weight)
- 2 Healing Potions

ADVANCED MOVES

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

Nephilim Smite

When you pour your soul into your Soul Bounded Weapon, and attack, deal damage based on your roll. On a 10+, deal +1d6 damage. On a 7-9, deal your damage and accept the penalty. On a miss, deal 2d4 damage to yourself.

Lay on Hands

When you touch someone, skin to skin, and pray for their well-being, roll+CHA. On a 10+ you heal 1d8 damage or remove one disease. On a 7-9, they are healed, but the damage or disease is transferred to you.

Heavenly Push

When you emit a blast of your soul from your body, roll+ STR. On a 10+, near creatures are pushed away and fall to the ground. On a 7-9, the creatures are knocked away, but you take 1d6 damage.

Hex Object

When you touch a non-living object with your palm, roll+INT, on a 10+, you cast a hex on the object, choose 3. On a 7-9, choose 2. If you are a Half-Demon, you may choose 1, regardless of roll.

- You know if someone comes near the object.
- The next person who touches the object receives 1d8 damage
- You cast the hex without anyone noticing.
- The next person to touch the item is frozen in place until they no longer touch the hexed object

Bend Bars, Lift Gates

When you use pure strength to destroy an inanimate obstacle, roll +STR. On a 10+, choose 3. On a 7-9, choose 2.

- It doesn't make an inordinate amount of noise.
- It doesn't take a very long time.
- Nothing of value is damaged.
- You can fix the thing again without a lot of effort.

Wings of the Holy Ones

Requires: True Nephilim

When your DEX is +3, you can utilize the ability to fly. The DM will set your limitations of height and sustainability.

Angelic Insight

Requires: Half Angel

When you attempt to understand what is around you, a voice whispers to you things about the world. When you are out of combat, take +1 forward to Discern Realities and Spout Lore.

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

Nephilim Reap

When you use Limbo Travel only on your Soul-Bound Weapon, and successfully enter it into Limbo, you may rend the souls of your enemy. When you attack with the weapon in Limbo, deal damage based on your roll. On a 10+, deal +1d8 damage. On a 7-9, deal +1d6 damage. When you deal additional damage with this attack, your weapon immediately travels back into the real world.

Heavenly Embrace

Requires: Lay on Hands, Half Angel

When you embrace a target, through touching, while in safety, and let your energy flow, roll+ CHA, On 10+, Target heals 2d6. On 7-9, they are healed, but the damage or disease is transferred to you.

Fist of God

When you pour your soul into your fists, and attack an enemy from *near* range, without a weapon, roll+ STR, on a 10+, deal +1d8 damage. The target is knocked back away from you. On a 7-9, the target is only pushed away.

Curse

Requires: Hex

When you place your palms on a living thing, you may place a hex onto it and may choose the following in addition to the "Hex" move options:

- Living thing will do your bidding for a short time
- Hex target will be teleported to Limbo for a few minutes

Angelic Shape | Demon Shape

Requires: Half Angel or Half Demon

When you take the form of your angelic shape or demon shape, roll+ CON, on a 10+, you swiftly transform. On a 7-9, it will take some time, but you are successful. When you become a full angel or full demon and gain the following:

- +3 armor
- Angel: +1d6 to all healing you do
- Angel: You cannot use any moves that do not heal other than Hack & Slash
- Demon: You do 1d10 damage instead of 1d8
- Demon: You cannot use any moves that do not deal damage.
- Gain *Wings of the Holy Ones*
- You cannot be healed
- You cannot enter limbo.
- You may end *Angelic Shape | Demon Shape* whenever you please, but when you do, take 1d12 (ignores armor) damage.

Devine Falsehood

When you attempt to fool someone into thinking you were sent by a deity, roll+ CHA. **On 10+**. They believe you whole heartedly and want to assist you to the best of their ability. **On 7-9** they will be reluctant to trust you. You will need to show further proof to convince them. **On a miss** they see through your falsehood immediately.