

- D12 action dice
- Stat dice
 - D6 to d10
 - Brash
 - Compassionate
 - Thoughtful
 - Cold
 - Arrays are 2d6, 1d8, 1d10
- PbtA Moves
 - 1-8 Failure
 - 9-12 Partial Success
 - 13+ Full Success
- Power Dice
 - Powers or Gear
 - D8 to d12
 - Replace Stat
 - Discard Lowest
 - Keep Both
 - Add + X
 - Given by Playbook, can be advanced
- Playbooks
 - Abilities (Main Features)/Stunts (Minor Powers)Relationship Steps/Default Powers or Gear/Multiple Stat Arrays/Damage Track
 - The Monk
 - The Demon Slayer
 - The Kid
 - The Human
 - The Isekai
 - The Demon
 - The Rival
- Cortex Relationship Map
- Agenda/Principle
- Fate Points/Doom Pool/Aspects
 - Reroll
 - +2
- Damage Track
 - Reverse Death Spiral where proceeding gives downsides and benefits
 - Death box

Basic Moves

Relationship Map

At **the start of the campaign**, after making characters, everyone works together to make the Relationship map. The Relationship Map serves to make drama for the campaign by ensuring messy relationships occur. Everyone adds themselves to the Relationship map. Then, everyone goes around making their connections as per their Relationship section. Some Relationships can be with either NPCs or PCs and some can only be with one or the other. When a NPC is requested, you may make an NPC. Give them a name, an Aspect describing them, and a d8 Threat Dice. At the end, you all describe your Relationship to the Villian. The Demon Lord puts the Villain on the map, but only gives their name and nothing else. The Villain has a d12 Threat Dice. When a Relationship is made, you draw a line between the characters and then give the Relationship an aspect. Once everyone has done their steps, the map is finished, but can be revisited. If any NPC is important enough, the Demon Lord may add them to the map. This occurs after an adventure during the Adventure End phase and is done as a discussion amongst the group. Usually, this occurs if an NPC had a relationship with a PC, but can be done if the NPC's actions alone warrants it. This act will make the NPC's a recurring character.

Session Start

At **the start of session**, each player rolls 1d6 and halves the result, round up. They each receive a number of Plot Points equal to the result of their roll. The Demon Lord receives 1 Doom Point.

Action Dice

When **you are asked to use your Action Dice**, you will usually use a d12. Some Abilities, Stunts, or otherwise may step or down your action dice.

Power Dice

Whenever you are asked to use a Stat Dice, you may use a relevant Power Dice instead. Every Power has a tag that defines its use:

- **Replace:** Substitute the Stat Dice with your Power Dice.
- **Discard Lowest:** Add your Power Dice to your roll. Before determining your result, remove the lowest rolled dice.
- **Keep Both:** Add your Power Dice to your roll. Add it to your result.
- **Keep + 2:** Same as above, but add +2 to your result.

Anything that would affect your Stat dice in a roll also applied to your Power dice. When dealing damage and your Power Dice is kept, you may pick whether to use your Stat Dice or Power Dice to be used as the basis for your damage dealt.

Plot Points

When **you want to spend a plot point**, name a relevant aspect allowing you to do so and then you may either: roll your Healing Surge and recover damage equal to it, increase the tier of result of your roll, or make a new Aspect relevant to the adventure that lasts for as long as it is true then give a free invoke of that Aspect to another PC. Afterwards, the GM gets one Doom Point. When **an aspect gets you into serious trouble**, you gain a Plot Point.

Resting

When **you have time to rest and relax**, you may recover damage, healing surges, and armor, depending on the rest. If its a short breather for about a minute or so, you may roll your Healing Surge and recover damage equal to the result. If you take a full night to rest, you recover all damage, regain all Healing Surges, and repair your armor.

Conditions

Whenever **you take damage**, you may negate all damage by taking a Condition. Conditions represent emotional states that are negative for your character. The conditions are:

- Afraid (-2 to Strike With Conviction)
- Angry (-2 to Open Up)
- Hopeless (-2 to Keep Your Ear To The Ground)
- Insecure (-2 to Will you Shut Up And Let Me Do This?)

Conditions are healed by performing negative actions that relate to the condition itself:

- Afraid: Run from something difficult.
- Angry: Hurt someone or break something important.
- Hopeless: Fling yourself into your vices.
- Insecure: Take foolhardy action without considering your companions.

After taking this action, your condition will clear.

Armor

When **you wear armor**, you reduce all damage you take by the value of your Armor. Armor may never exceed 2. When you take damage, you may trash your Armor to negate all damage taken from a single attack. If you do, you can repair your armor during a full rest.

Barrier

When **you have access to a barrier**, you must decide if it's holy or demonic. If you have demon blood, it's always demonic. When **you are attacked with your barrier up**, you do not take damage if the damage dealt is less than your barrier value. If the damage exceeds it, then reduce your Barrier by 1. When a barrier reaches 0, it cannot be used again until the next session. However, it will be fully healed at next session regardless of how you rested. Barrier

can never exceed 3. If your barrier is demonic and hit by a purification effect, it is always reduced by at least 1 regardless of if the attack was strong enough to pierce it.

Strike With Conviction

When **you make a stand against a foe**, roll Action Dice + Brash. On a 9+, you deal damage equal to your Stat dice result. However, you leave yourself open. The Demon Lord rolls the NPC's Threat dice and deals damage equal to its result to you. You may strain a relationship with a relevant character to divert the damage to them: lose a String. On a 13+, you may do one of the following:

- You avoid your foe: the Demon Lord doesn't deal damage to you.
- You strike true: you add the result of your action dice to the damage you deal.
- You have a moment to catch your breath in the volley: roll your Healing Surge dice and recover damage equal to the result.

Keep Your Ear To The Ground

When **you try to learn something about the situation**, roll Action Dice + Thoughtful. On a 9-12, ask one question. On a 13+, ask three questions. You may step up your stat when acting on this information.

- *What here is not what it seems?*
- *What is the biggest threat?*
- *What do I need to do _____?*
- *What happened here recently?*
- *What is a good escape route?*
- *What is _____ real intention?*

On a 13+, if you don't need to use all your questions now, you may hold 1 and ask it before the adventure's end.

Act Under Pressure

When **you try your best when under threat**, roll Action Dice + Cold. On a 9+, you succeed at the task. On a 9-12, your success comes at a cost. On a 13+, you take a +d6 forward.

Open Up

When **you try to emotionally connect to another PC**, roll Action Dice + Compassionate. On a 9-12, your target has a choice: open up or resist. If they open up, they may either remove a condition, strength your Relationship, or roll the action dice and heal that amount of Damage. If they resist, your Relationship is strained but they gain +d6 ongoing when acting Brash until some time has passed. On a 13+, if they open up, they mark XP.

Will You Shut And Let Me Do This?

When **you try to get an NPC to do something for you**, state your strategy to determine your Stat:

- If you intimidate them, use Brash.
- If you try to outsmart them, use Thoughtful.
- If you try to appeal to emotions, use Compassionate.
- If you make a pragmatic argument, use Cold.

Roll Action Dice + State. On a 9+, they'll do what you want but you have to do something for them first. On a 13+, you can do what's needed of you later. But, if you fail or do not do the task, your Relationship is strained. If **you want a PC to do something for you**, spend a String you have with them. If they do what you ask, they mark XP. If they refuse, they have to Act Under Pressure.

Step Up or Step Down

When **a rule says you step up or down a dice**, move the dice up or down the dice ladder as appropriate. The dice ladder is: d6 → d8 → d10 → d12. If any dice is stepped over a d12, add a d6 to the roll and give it the Keep Tag. Apply any lingering stepping up to the d6, if needed. If any dice is stepped below a d6, set it to a d4 and do not step down any further.

Relationship Strengthened / Relationship Strained

When **your Relationship is strengthen**, you gain a String with a PC or NPC. When **your Relationship is strained**, you lose a String with a PC or NPC. If you have no Strings to lose, your Relationship is tested. When the two of you are in a scene together, both of you receive a -d8 ongoing. You must strengthen your Relationship to end the test.

Forward

When **a rule tells you to take something forward**, you apply the bonus or penalty to your next relevant roll.

Ongoing

When **a rule tells you to take something ongoing**, you apply the bonus or penalty to all future rolls when relevant until the narrative terms to remove it are met or the adventure ends, whichever comes first.

Sacred Jewel Shards

When **you use sacred jewel shards**, you lock off a condition per shard used. This is not the same as marking a condition. The condition is not marked so its penalties do not apply. However, you may not mark it when it is locked. As such, you cannot mark that condition to negate damage. For every shard equipped, a step up your Action Dice, if a PC, or your Threat Dice, if a NPC.

Session End

When **the session ends**, both the players and the Demon Lord lose all unspent Plot Points and Doom Points, respectively.

Adventure End

When **a session ends with the immediate threat solved and time is allowed to pass**, each player character answers the following questions about the adventure:

- Did we stop a demon's plans?
- Did we come closer as allies?
- Did we learn something new about the world or the Villian?

For every yes, mark XP.

Afterwards, discuss any important NPCs from the adventure. Did any of the surviving NPCs do anything significant enough to make them relevant to return later. Perhaps the PCs had a relationship to them or they performed an act that had a big effect on the group. Add anyone relevant to the Relationship map. At least one PC must then draw a line to them and define their Relationship.

The Demon

You are not akin to humans. You are a wolf among lambs. And yet, you stay your fangs. You treat these short-lived, weak creatures as people, or at least pets. You betray your own in the process, drawing the ire of all demonkind.

Stats:

Pick one of the following:

- Brash d10, Cold d6, Thoughtful d6, Compassionate d8
- Brash d6, Cold d10, Thoughtful d8, Compassionate d6
- Brash d8, Cold d6, Thoughtful d6, Compassionate d10

Healing Surge

Your healing Surge Dice is d8. You have 5 Healing Surges. Once you use them all, you only recover 1 Damage when told to use your Healing Surges. Regain all Healing Surges at a Full Rest.

Abilities:

Pick one of the following Abilities:

Demon

You aren't human. There are many types of demons: animals who learned magic and gained human intellect, denizens of hell in the living world, revived corpses, and all manner of naturally occurring monsters.

You have three d8 powers and two d10 powers. All your powers have the Replace Tag. Name your powers and give them a one sentence description.

You have the Unique Aspect: **Demonic**. You are vulnerable to purification effects. If you are hit by a purification effect, the target does not roll for damage and instead inflicts the maximum value of the relevant dice. When in a holy site, you take 1 damage per scene until you leave. If you are taken out by a purification effect, you act as if your death box was checked without access to the benefits.

Half-Demon

You are a Half-Demon. One of your parents was a demon. As a result, you are between worlds.

You have three d6 innate powers from your bloodline and two d8 powers from an artifact left to you by your demonic parent. All your bloodline powers have the Replace Tag and your Artifact has the Discard Lowest Tag. Name your Powers and give each a one sentence description.

You have the unique Aspect: **Turn Human On The Lunar Cycle**. Pick either the New Moon or the Full Moon. When an adventure takes place during these nights, you lose your powers, even your artifact powers, until sunrise but gain 3 Plot Points to compensate. If this is a multisection adventure, this benefit continues on through until the element of the night is removed. Then, you no longer get a bonus 3 Plot Points at Session Start.

You have the unique Aspect: **Half Human**. Unlike other demons, you do not take additional damage from purification effects. Instead, you take -d8 forward to your next use of a demonic power or artifact. When you enter a holy land, you do not take constant damage. Instead, you lose your powers until you leave.

Demonic Fusion

You are a human who willingly sold their body and soul to a demon for power. You have abandoned what it means to be human and damned yourself.

You have five d6 powers. All of your powers have the Discard Lowest tag. Name your powers and give each a one sentence description.

You may lose a power to create a minion called an Incarnation. Incarnations serve you but have a free will of their own. However, when you act against them, you step up your Action Dice and Stat Dice. You can also inflict one point of damage on them once per scene. Make the Incarnation like a Major NPC. They have a threat dice equal to the power sacrificed to make them. To regain the power, your Incarnation must die.

You have the Unique Aspect: **Demonic**. You are vulnerable to purification effects. If you are hit by a purification effect, the target does not roll for damage and instead inflicts the maximum value of the relevant dice. When in a holy site, you take 1 damage per scene until you leave. If you are taken out by a purification effect, you act as if your death box was checked without access to the benefits.

Stunts

Pick one from the following:

- **Artifact:** You have access to a d6 Artifact Power. If you are a Half-Demon, you may choose to step up one of your current Artifact power instead.
- **Armor:** You have Armor 2.
- **Barrier:** You have Barrier 3.

- **Brutal:** When you deal damage with the intention to kill, you may take a Condition to deal damage equal to the size of your damage dice instead of rolling.
- **Inhuman Athleticism:** Whenever you use your speed or athleticism when you act under pressure, step up your stat dice.
- **Inhuman Strength:** Whenever you use your physical strength when you act under pressure, step up your stat dice.
- **Lineage:** You come from a line of powerful demons. Your line has allies who you can call on for help. Add three minor NPCs to your Relationships.
- **Quick Healing:** Step up your Healing Surge dice.
- **Threatening Aura:** When intimidating someone, you may step up your Stat Dice.
- **True Form:** You may forgo access to any move requiring Thoughtful or Compassionate as a default Stat to take your true form. If a half demon, your true form will simply be a slight enhancement of your demonic features whereas demonic fusions and demons take on truly monstrous forms. While in your true form, all your innate powers are stepped up, but not any artifact powers. To revert back to your normal form, you must take a condition. If you take this stunt from a non-demon archetype, your form could be the result of adrenaline, performance enhancing drugs, a power boosting artifact or some other powerboost.

Relationship Moves

When forming the Relationship map, you add the following:

- Yourself
- A Relationship to one other PC who made you consider working with humans. Define. They have a String on you.
- One PC or NPC you wronged. Define. They have a String on you.
- Your connection to the Villian. Define. They have a String on you.

Aspects

Create three Aspects to describe your character, their history, a unique trait about them, or otherwise.

Damage

Your damage track is as followings:

- 0-6 Damage: No Damage Benefit
- 6-12 Damage: +d6 ongoing to Act Under Pressure
- 12-18: +d6 ongoing to Act Under Pressure and Strike with Conviction
- 18-24: +d8 ongoing to Act Under Pressure and Strike with Conviction.
- 25: Incapacitated.

If you check your death box:

- You heal all damage but keep what damage benefit you had. Step up your Action Dice twice until the end of the scene. You gain access to a d10 power until the end of the scene for a demonic ability you normally do not use due to its life threatening effects. Name it and give it a one sentence description. At the end of the scene, you die. Everyone you have a Relationship with redefines their Relationship to be how they react, and possibly mourn, your passing.

Advancement

When **you mark 5 XP**, you advance. When **you advance**, pick one of the following:

- Permanently step up a Stat
- Permanently step up a Stat
- Permanently step up a Stat
- Permanently step up a Power
- Permanently step up a Power
- Permanently step up a Power
- Change a Replace Tag on a Power to a Discard Lowest Tag
- Change a Replace Tag on a Power to a Discard Lowest Tag
- Change a Discard Lowest Tag on a Power to a Keep Tag.
- Gain a d6 Power with the Replace Tag.
- Gain a d6 Power with the Replace Tag.
- Gain a d6 Power with the Replace Tag.
- Gain a new Stunt
- Gain a new Stunt
- Take a Stunt from another Archetype
- Take a Stunt from another Archetype

After you take 5 advances, you can also pick from this list:

- Retire to safety.
- Remake your character with a different Archetype.
- Change a Keep Tag on a Power to a Keep +2 Tag
- Permanently step up a d10 Innate Power to d12.
- Permanently step up a d10 Artifact Power to d12 or make a new d10 Artifact Power with the Discard Lowest Tag.
- Gain a second death box. You now only die at the end of the scene when checking a death box if both death boxes are checked. You may never uncheck a death box.

The Isekai

You are not from this world. You come from another time, another place, maybe even another dimension. When you arrived, you awoke to a magical power that puts you in the crosshairs of all this world's problems. A lot to be thrust upon someone who knows nothing of this world.

Stats:

Pick one of the following:

- Brash d6, Cold d6, Thoughtful d8, Compassionate d10
- Brash d8, Cold d6, Thoughtful d6, Compassionate d10
- Brash d6, Cold d6, Thoughtful d10, Compassionate d8

Healing Surge

Your healing Surge Dice is d6. You have 5 Healing Surges. Once you use them all, you only recover 1 Damage when told to use your Healing Surges. Regain all Healing Surges at a Full Rest.

Abilities

Take From Another World:

From Another World

You aren't from this world. You come from another world. You know nothing of this realm, but you have tricks and tips from the other realm that tend to come in handy.

You have the unique aspect: **Visitor From Another World**. When your tricks, tips, knowledge of your world, etc. can come in handy, then this aspect can be used. When your lack of knowledge would limit you or make you make a gaff, it can be useful for generating Plot Points.

After taking From Another World, pick one of the following Abilities:

Chosen Hero

Your arrival was foretold in prophecy. Perhaps even someone summoned you to this world. Your arrival heralds an end to dark times. Upon you is thrust a great responsibility, will you live up to it?

You have four d6 powers and a d8 power. One of your powers is innate and the rest come from artifacts. All your powers have the Replace Tag.

You have the unique ability: Hero's Potential. At any time, you may mark a condition to step up all of your powers until the end of the scene. If you do so, said condition cannot be unmarked in the scene you marked it, even if you fulfill its conditions in the scene.

Nobody

You are nobody special. You came to this world by accident, whisked away from your home to this unknown world. You aren't renowned nor do you have powers. You just have to make due in this strange world to the best of your ability. That's rough buddy.

You have five d6 powers. They are all artifact powers. Two of them have the Replace tag and three of them have the Discard Lowest tag.

You have the unique ability: Lucky. You gain two Plot Points at Session Start, on top of any Plot Point earned during Session Start.

Reincarnation

You are the reincarnation of a famous hero of this world. You look just like them, you sound just like them, and your natural talents align with them. Many will mistake you for them and, with that, comes some privilege.

You have four d6 powers and one d8 power. Of your powers, only one of them is innate and the rest of them come from artifacts. Your Artifact power has the Discard Lowest tag. The rest have the Replace tag.

You have the unique aspect: ***The Familiar Face Of The Hero***. People who see you will recognize the great hero in your appearance. This aspect will afford you small favors without needing to get people to listen to you. However, any big requests will still need some convincing. But, you'll at least have this in your favor.

Stunts

Pick one from the following:

- **Formal Education:** You have formal education in your homeworld that has given you critical thinking skills. When you keep your ears to the ground, you step up your stat twice when acting on the information.
- **Golden Headband:** You have been given control of a powerful curse to help keep a dangerous PC in line. Pick a PC. You do not need a String to get this PC to shut up and listen to you. However, you have to mark a Condition to use do so.
- **Just Like A Video Game:** You see this other world like a video game, whether the world actually works like one or you imagine it. You can spend a Plot Point to know the Threat Dice, Aspects, Conditions, or Powers and Tags of an NPC. This Stunt doesn't work on the Villian.

- **License To Ride:** You have brought a mode of transportation into this world. It cannot fly or swim, but it does allow you to move faster than most. When you are on your vehicle, you can move faster than anyone who doesn't have enhanced speed. Others can ride in your vehicle. When you and others travel in your vehicle, once per adventure, you may perform a short rest without using a healing surge. If your vehicle requires fuel, then you somehow acquire it or an equivalent.
- **Portal Home:** You aren't trapped in this world. There is a gateway back to your home dimension that you can easily access. You may return home between Adventures. When you do, you miss events and get 1 less Plot Point than normal at the start of your next Adventure. However, you hold 1. You may spend that hold during your next Adventure to spend a Healing Surge, get +d8 forward, or recover two Conditions.
- **Princess Half-Demon:** Take the Half Demon Ability from The Demon. You get all the benefits and drawbacks except for Powers. For Powers, you just get two d6 Innate Powers with the Replace Tag and a d8 Artifact Power with the Discard Lowest Tag.
- **Sacred Sight:** You can sense Sacred Jewel Shards and Demonic Energy. When you keep your ears to the ground, you may also ask the following:
 - *Is a Jewel Shard nearby and where?*
 - *Are there any demons nearby? Where?*
- **Secret Destiny:** Take a second Ability from The Isekai. You gain all the benefits except for powers. For powers, you just get the highest rated power your Ability offers with the best Tag it offers.
- **Spiritual Power:** You have Spiritual Powers that help you fight demons. When you use a power, you may spend a Plot Point to add the Purification Tag to the roll and any resulting Damage.
- **Useful Tricks From Your World:** At session start, you gain 2 free invokes for your **Visitor From Another World** Aspect. If they are not used by Session End, these invokes are lost.

Relationship Moves

When forming the Relationship map, you add the following:

- Yourself
- A connection to the first PC you met in the other world. Define. You have a String on them.
- A PC or NPC you have affections for. Define. They have a String on you.
- Your connection to the Villian. They have a String on you.

Aspects

Create three Aspects to describe your character, their history, a unique trait about them, or otherwise.

Damage

Your damage track is as followings:

- 0-6 Damage: No Damage Benefit
- 6-12 Damage: +d6 ongoing to Open Up
- 12-18: +d6 ongoing to Open Up and Keep Your Ear To The Ground
- 18-24: +d8 ongoing to Open Up and Keep Your Ear To The Ground
- 25: Incapacitated.

If you check your death box:

- You heal all damage but keep what damage benefit you had. Step up your Action Dice twice until the end of the scene. All your allies double their Action Dice Thrice as your grievous injury inspires them to action until the end of the Adventure. At the end of the scene, you die. Everyone you have a Relationship with redefines their Relationship to be how they react, and possibly mourn, your passing.

Advancement

When **you mark 5 XP**, you advance. When **you advance**, pick one of the following:

- Permanently step up a Stat
- Permanently step up a Stat
- Permanently step up a Stat
- Permanently step up a Power
- Permanently step up a Power
- Change a Replace Tag on a Power to a Discard Lowest Tag
- Change a Discard Lowest Tag on a Power to a Keep Tag.
- Gain a d6 Power with the Replace Tag.
- Gain a d6 Power with the Replace Tag.
- Gain a new Stunt
- Gain a new Stunt
- Gain a new Stunt
- Gain a new Stunt
- Take a Stunt from another Archetype
- Take a Stunt from another Archetype
- Take a Stunt from another Archetype

After you take 5 advances, you can also pick from this list:

- Retire to safety.
- Remake your character with a different Archetype.
- Change a Keep Tag on a Power to a Keep +2 Tag
- Permanently step up a d10 Innate Power to d12.
- Permanently step up a d10 Artifact Power to d12 or make a new d10 Artifact Power with the Discard Lowest Tag.

- Gain a second death box. You now only die at the end of the scene when checking a death box if both death boxes are checked. You may never uncheck a death box.