Basics

Starting Characteristics: You start with a Presence of 2, and you can choose one of the following arrays for your other characteristic scores:

- 2, 2, -1, -1
- 2, 1, 1, -1
- 2, 1, 0, 0
- 1, 1, 1, 0

Weak Potency: Presence – 2

Average Potency: Presence – 1

Strong Potency: Presence

Starting Stamina at 1st level: 21

Stamina Gained at 2nd and Higher Levels: 9

Recoveries: 10

Skills: Choose any two skills from the Interpersonal or Intrigue skill groups.

1st-Level Features

As a 1st-Level Hellknight you gain the following features.

Diabolic Contract

As a Hellknight you are sworn to the Archdevil who commands one of the seven great cities of hell; their agent, their eyes, and their iron fist. Each of hell's Lords provides unique benefits to their Hellknights. Choose one of the following Archdevils to be your patron:

- Belial, Lord of Gehennom, City of Darkness
- Baal, Lord of Sheol, City of Death
- Astaroth, Lord of Kasyrgan, City of Pain
- Moloch, Lord of Styx, City of Lies
- Asmodeus, Lord of Acheron, City of Fear
- Dispater, Lord of Dis, City of War
- Sutekh, Lord of Naraka, City of Blood

Hellknight Advancement

Level	Features	Abilities
1st	Diabolic Contract, Wrath,Seal, Searing Brand, Baleful Invocation, Kit, Forked Tongue, Contract Features, Hellknight Abilities	Signature, 3, 5
2nd		
3rd		
4th		
5th		
6th		
7th		
8th		
9th		
10th		

Wrath

Your patron grants you a Heroic Resource called wrath, fueling your abilities as you pursue their enemies.

Wrath in Combat

At the start of a combat encounter or other situation tracked in combat rounds (as determined by the Director), you gain wrath equal to your Victories. At the start of each of your turns during combat, you gain 1d3 wrath.

Additionally, the first time each combat round that a creature bearing your Seal makes an attack which does not target you, you gain 1 wrath. The first time each combat round that a creature bearing your seal takes an action outside its turn (including free actions), you gain 1 wrath.

You lose any remaining wrath at the end of the encounter.

Wrath Outside of Combat

Though you can't gain wrath outside of combat, you can use your heroic abilities and effects that cost wrath without spending it. Whenever you use an ability or effect outside of combat that costs wrath, you can't use that same ability or effect outside of combat again until you earn 1 or more Victories or finish a respite.

When you use an ability outside of combat that lets you spend unlimited wrath on its effect, you can use it as if you had spent an amount of wrath equal to your Victories.

(Such abilities aren't part of the core rules for the Hellknight, but they might appear in future products.)

Hellknight is an independent product published under the *DRAW STEEL* Creator License and is not affiliated with MCDM Productions, LLC. *DRAW STEEL* © 2024 MCDM Productions, LLC.

Seal

With the power of Hell itself you mark your enemies for death – or worse. Whenever you make a strike you gain a surge for each Seal on the target (if any) then put a seal on one target of the strike. A creature bearing one or more seals is considered *Sealed* until those seals are removed by you, each seal is removed as a separate effect, or at the end of combat.

The Order of Desolation

When a hellknight ability refers to the number of seals affecting a creature, seals placed by other hellknights are included. When a hellknight ability consumes or ends seals, it does not affect and is not affected by seals placed by other hellknights.

Interdiction

You gain the following ability.

Interdiction

Quotes can be made up later, when the mechanics are done.

Magic, Ranged **Maneuver**

◣Ranged 10 ◎ One Enemy

Effect: Put a seal on the target. Then deal damage equal to your Presence to every Sealed creature for each of your seals on it.

Kit

You can use and gain the benefits of a kit. (*Quick Build:* Spellsword.)

Searing Brand

You have the following ability, which can be used as a free strike (melee or ranged).

Searing Brand

The glowing mark of your patron causes the air about your target to shimmer with contained heat.

Magic, Melee, Ranged, Strike **Action Type**

◣Melee 1 or Ranged 5 ◎ One Creature or Object

Power Roll + Presence

≤11	2 + P damage
12-16	5 + P damage
17+	7 + P damage

Forked Tongue

As part of your Hellknight training you were infused with a magic that allows you to speak one Language you do not know. You communicate normally with other creatures in this language verbally and through sign or body language but you cannot read or write in it. You may change this language with a Respite action.

DIABOLIC CONTRACT: PAINKILLERS

As the sworn agents of Dispater you gain the following benefits.

Lord of War

When a creature affected by your seal makes a power roll against you or an ally, you may burn (remove) one of your seals from that creature to inflict a bane on the roll as a Free Triggered Action.

The Mark of Dis

When you use your Interdiction one ally within range can shift a number of squares up to your Presence score.

Contract Triggered Action

You have the following ability.

No Quarter!

Enemies who try to flee will find their escape cut off.

Ranged **Triggered**

◣ Ranged 10 ◎ One Sealed Creature

Trigger: The target shifts out of a square adjacent to you or an ally.

Effect: One ally of your choice can make a free strike against the target.

Hellknight is an independent product published under the *DRAW STEEL* Creator License and is not affiliated with MCDM Productions, LLC. *DRAW STEEL* © 2024 MCDM Productions, LLC.

Hellknight Abilities

By blade, spell, or the wrath of the mighty, your foes will fall. Once I get some feedback on the basic idea and start developing some Abilities for you to choose from.

SIGNATURE ABILITY

Choose one signature ability from the following options. Signature abilities can be used at will. (*Quick Build:* ???)

Ability Title
Ability flavor text / description

Keywords **Action Type**
◣Range ◎ Targets

Power Roll + P resence

≤11	Tier 1 Result
12-16	Tier 2 Result
17+	Tier 3 Result

Effect: Goes here.

HEROIC ABILITIES

You call upon a number of heroic abilities, all of them bound to your wrath.

3-Wrath Ability

Choose one heroic ability from the following options, each of which costs 3 wrath to use. (*Quick Build:* ???.)

Ability Title
Ability flavor text / description

Keywords **Action Type**
◣Range ◎ Targets

Power Roll + P resence

≤11	Tier 1 Result
12-16	Tier 2 Result
17+	Tier 3 Result

Effect: Goes here.

5-Wrath Ability

Choose one heroic ability from the following options, each of which costs 5 wrath to use. (*Quick Build:* ???.)

Ability Title
Ability flavor text / description

Keywords **Action Type**
◣Range ◎ Targets

Power Roll + P resence

≤11	Tier 1 Result
12-16	Tier 2 Result
17+	Tier 3 Result

Effect: Goes here.

Hellknight is an independent product published under the *DRAW STEEL* Creator License and is not affiliated with MCDM Productions, LLC. *DRAW STEEL* © 2024 MCDM Productions, LLC.