

# CHARACTERS

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Warfare, pain and faith  
In Aresta we stand  
For the last rite of heaven,  
The seventh sacrament.

Born of blood and fire  
And blessed by Dawn's Hand  
No sorrow I repent  
No doubt enters my heart.

- Inquisitorial Oath

In Sacrifice, each player controls a single Player Character (PC); these are differentiated from Non-Player Characters (NPC), which are usually created and controlled by the Game Master (GM). In order to create a character, follow these simple steps:

- Begin by taking a new character sheet. You can either scan the one in this book, download and print one, or hand-reproduce it on a sheet of paper. As a last resort, you can always simply use a piece of paper to write down all your character's details.

- Roll 3D6 six times (once per character ability) and then assign each result to one of the abilities: Strength (STR), Intelligence (INT), Wisdom (WIS), Dexterity (DEX), Constitution (CON), and Charisma (CHA).

- In Sacrifice, all characters are human, so you do not need to pick a race.

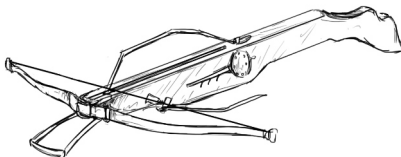
- There are no character classes either; instead, you start by choosing 3 Feats from all the available ones. This allows you to customize your character's

starting gameplay style. You must also pick two weapon and one armor proficiencies, and a Combat Maneuver.

- As a Branded, you start the game at level 3. This reflects your character's years of experience before their current ordeal.

- Last but not least, add the finishing touches: overall appearance, gender, age, quirks, a basic backstory, and any other thing you think can help you understand who your character is. There are no alignment rules in Sacrifice, only shades of gray.

- As a new character, you start with 100 silver pieces (sp) to spend on any of the gear found on the equipment section in this chapter.



## ABILITIES

Abilities are the foundation of every character, and they only change under very specific circumstances. The initial ability score is determined by rolling 3D6 six times (once per character ability) and then assigning each result to one of the abilities.

When you're done, your character will have a score in each of the following abilities ranging from 3 to 18. Each score has a bonus or penalty attached to it, as shown in the table below.

ABILITY SCORE	MODIFIER
3	-3
4-5	-2
6-8	-1
9-12	0
13-15	+1
16-17	+2
18+	+3

- **Strength (STR):** This determines how strong your character is—how capably they perform feats of strength such as lifting heavy objects or breaking things.

- **Intelligence (INT):** This shows how cunning and capable your character is at mental tasks such as solving puzzles and riddles, or thinking things through before acting.

- **Wisdom (WIS):** This defines mental strength and ego, a combination of intuition, willpower and common sense.

- **Dexterity (DEX):** This describes how nimble your character is—how good they are at dodging, jumping, using lockpicks and otherwise using their hands.

- **Constitution (CON):** This measures how physically resilient your character is, including how well they fare against harmful effects such as poisons or diseases.

- **Charisma (CHA):** This tells how likable your character is—how easily they can get information and gain advantages with NPCs.



## SKILLS, FEATS & MORE

As we mentioned above, there are no character classes in Sacrifice. Instead, what defines your character is the collection of skills, Feats, and other unique capabilities they possess.

As a Branded, you have survived something that seemed impossible. This is mostly thanks to a specific trait that sets you apart from your fellow humans. Choose one of the following:

- **Titanic Strength:** +2 STR
- **Lighting Reflexes:** +2 DEX
- **Unbreakable Will:** +2 WIS
- **Boundless Vitality:** +2 CON

There are a few other details that mark you as a special individual, a veteran of a thousand horrors:

- **Branded:** You bear the Mark of Sacrifice, a terrible scar that has marked both your flesh and soul. At first sight, it appears as a recent firebrand, never truly healing. When in the proximity of demonic forces (within a radius of 30 feet), the Mark of Sacrifice burns as if it was just carved on your skin anew, causing 1 HP damage. After focusing, you know the distance and direction towards the demon or demons.

- **I'm Not Done Yet!** When your character reaches 0 HP, you can perform a CON saving throw to avoid becoming unconscious. If you pass it, you can sacrifice 1 CON to gain D4 HP and miraculously stand up again. Can only be done once per combat.

- **Luck:** Luck may be spent to automatically pass a saving throw, but it must be declared so before rolling. Luck can also be used to retreat from combat: if the whole party wants to retreat from combat, they must each spend 1 Luck. This means that incapacitated allies can be dragged away by surviving ones. Luck is recovered at a rate of 1 per resting day. A character's Luck is equal to half their level (round up).

- **Mastery Die:** Each time your character is involved in combat with opponents with a number of Hit Dice (HD) lower than their level, you can use the Mastery Die. In your turn, you automatically deal D4 damage to any opponent within range. This represents passing blows and lesser strikes that the character deals to those around them without much of a thought, due to their mastery of combat.



**CHARACTER ADVANCEMENT**

As your character progresses and earns Experience Points (XP), they will become better. Use the

following table to know what benefits your character earns each time they reach a new level.

EXPERIENCE LEVEL	EXPERIENCE POINTS	ACCUMULATED HIT POINTS (HP)	OTHER BENEFITS
1	0	8	Feat, +1 Skill Point
2	2,000	2D8	Feat, +1 Skill Point, New Combat Maneuver
3	4,000	3D8	Feat, +1 Skill Point
4	8,000	4D8	Feat, New Proficiency, +1 Skill Point, New Combat Maneuver
5	16,000	5D8	Feat, +1 Ability Score, +1 Skill Point
6	30,000	6D8	Feat, +1 Skill Point, New Combat Maneuver
7	60,000	7D8	Feat, Extra Attack, +1 Skill Point
8	120,000	8D8	Feat, New Proficiency, +1 Skill Point, New Combat Maneuver
9	240,000	9D8	Feat, +1 Skill Point
10	500,000	10D8	Feat, +1 Ability Score, +1 Skill Point, New Combat Maneuver
11	750,000	10D8+5	Feat, +1 Skill Point
12	1,000,000	10D8+10	Feat, New Proficiency, +1 Skill Point, New Combat Maneuver

**SKILLS**

All characters possess a set of skills that are modified by their ability scores. **As a new character, you can increase three different skills by +1.**

- **Acrobatics (DEX):** A character can roll beneath a closing gate, swing across a chasm on a rope,

or hold their balance on a precarious ledge by passing an Acrobatics check.

- **Animal Handling (WIS):** This skill allows a character to train or control a domesticated animal, ride a horse, or interact with a wild beast.

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- **Athletics (STR):** To undertake difficult feats of swimming, sprinting, climbing, or jumping, a character must make an Athletics check.

- **Culture (INT):** A Culture check allows a character to learn about the customs, laws, regional trade, and etiquette of cultures other than their own (a character is presumed to know about their own culture and background without requiring an ability check).

- **Deception (CHA):** When a character lies, misleads, or hides the truth, whether orally or otherwise, the Deception skill is utilized. This ability check can be made against a DC determined by the GM, or as an opposed test against a target's Insight check.

- **Heretical Knowledge (INT):** There are things lurking in the darkest, foulest corners of the human world. This skill allows a character to identify and know details concerning the Enemies of Humanity: demons and other terrible creatures that corrupt and stain anything they touch.

- **History (INT):** The History skill assesses a character's understanding of historical events.

- **Insight (WIS):** A creature's objectives or motives can be deduced via an Insight check.

- **Investigation (INT):** Investigation is used to actively seek for clues, acquiring information, experimenting, and conducting study.

- **Manipulation (CHA):** With this skill a character can influence an NPC's opinion or actions,

either via a well-placed threat or sheer flattery.

- **Medicine (WIS):** In order to stabilize a dying person, treat or diagnose a sickness or poison, or establish the cause of death, a character must make a Medicine check.

- **Nature (INT):** The character's understanding of natural terrains, monsters, plants, and threats is measured by the Nature skill. Unlike Survival, this skill does not involve practical experience with the natural world.

- **Perception (WIS):** Perception refers to a character's ability to see, hear, or sense things.

- **Performance (CHA):** With a Performance check, a character can sing, act, or otherwise amuse an audience.

- **Religion (INT):** The church is the most powerful institution in the world, more powerful than any kingdom or empire. Lacking faith, or worse, lacking the ability to prove one's faith via direct knowledge of the church's edicts and the Holy Book often means, at the very least, a stern punishment.

- **Sleight of Hand (DEX):** To conduct legerdemain, pickpocket, hide an object on another person, make a secret hand signal, or otherwise trick the eyes with feats of agility, a character makes a Sleight of Hand check.

- **Stealth (DEX):** Stealth is used to hide or avoid notice. A character's Stealth check is usually opposed by a potential observer's Perception check.

- **Survival (WIS):** This skill helps a character undertake tasks such as hunting, tracking, avoiding natural hazards, and traveling without becoming lost in the woods.

### PROFICIENCIES

A character that is proficient in a skill has Advantage on checks involving that skill. When it comes to weapons and armor, proficiency works a bit differently: a character without the correct weapon proficiency has disadvantage when wielding it, while a character without the correct armor proficiency has disadvantage on all DEX and Athletics checks while wearing it. **Newly created characters begin the game with two weapon proficiencies and one armor proficiency.**

### FEATS

A feat is a skill or field of knowledge that grants a character extraordinary abilities. It encapsulates education, experience, and skill in one specific area of expertise. At level three, **new characters start with 3 Feats of their choosing.**

- **Akelian Wardancer:** Add your WIS modifier to your AC when unarmoured.

- **Backstab:** Double your attack damage when attacking an unsuspecting target.

- **Brawler:** Your unarmed attacks deal D6 damage.

- **Capable:** Gain Proficiency with a weapon, armor, or skill of your choosing.

- **Colossal Wielder:** Choose a two-handed weapon. You carry an enormous version of it that deals +2 damage and ignores 2 points of AC. You must have STR 16+. Talk to your GM to learn how you found such a weapon.

- **Combat Prosthetic:** After losing a limb, you can replace it with a combat prosthetic. One per day you can unleash a blast attack with it that deals 3D10 damage. You must spend 10 sp in materials to recharge it after each use.

- **Corporeal Purity:** When subject to the effects of poison or disease, perform a WIS Ability check to negate it after failing a saving throw.

- **Crossbow Mastery:** You can ignore the Slow trait in crossbows, and you suffer no Disadvantage from firing one at a distance of 5 feet or less.

- **Dauntless:** You are immune to Fear.

- **Demonlayer:** +2 damage versus monsters, demons, and Apostles.

- **Disengage:** You are no longer subject to attacks of opportunity.

- **Dual Wielder:** You no longer have Disadvantage when dual wielding.

- **Frugal:** You only require 1 ration each two days.

- **Inquisitorial Fury:** A human target is affected by fear if you perform a successful Manipulation check.

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- **Iron-Willed:** The dead cannot take control over your body.
- **Lucky Fall:** When falling from a height that would normally kill you, spend all current Luck to avoid all harm.
- **Marksman:** You can choose to roll a ranged attack with Disadvantage. If you do so and the attack still hits, you deal the maximum possible damage with your weapon.
- **Master Thief:** You have Advantage on all Stealth and Sleight of Hand checks.
- **New Heights:** +1 Ability score. You can pick this Feat more than once.
- **Penitence:** You can remove 1 Corruption at the cost of receiving D4 damage as self-inflicted wounds.
- **Polearm Backstrike:** When wielding a polearm you can perform a free attack every turn that deals D4 damage. You must still roll to hit as usual.
- **Precision Warrior:** When in combat, you score a critical hit with 19-20.
- **Quick Healer:** Double your Daily Healing Rate.
- **Relentless:** You can roll the weapon's damage dice a second time and use either total once per round.
- **Resilient:** Increase a saving throw score by 1. You can pick this Feat more than once.
- **Savage:** Increase your Mastery Die damage to D6.
- **Will of God:** At the start of each day, lose D4 HP due to self-inflicted wounds. +2 STR and +2 WIS bonus when fighting monsters, demons, and Apostles.
- **Shield Expert:** While carrying a shield, you may perform a STR Ability check to completely avoid a death blow once per combat. The shield is destroyed in the process.
- **Signature Weapon:** Choose one weapon type. +2 to attack rolls when wielding your signature weapon.
- **Skilled:** Increase any skill by +1. You can pick this Feat more than once.
- **Taunt:** Perform a Manipulation check with advantage. All human opponents within hearing range are forced to attack you next round.
- **Titanic Strength:** You can wield two-handed weapons with a single hand. Requires STR 18+.
- **Unbreakable:** You become resistant to bludgeoning damage while in heavy armor.
- **Unstoppable:** After reducing an opponent to 0 HP, you can immediately perform a free attack against the nearest opponent.
- **Vigorous:** Your HD is increased to D10.
- **Watchful:** +5 Initiative, you cannot be surprised.

**COMBAT MANEUVERS**

As trained inquisitors and experts in all types of combat, characters master several unique fighting techniques that set them apart from other regular combatants in Neia. These techniques are known as Combat Maneuvers, and as level 3 characters, **new PCs begin the game knowing one**, chosen by them among the available ones.

In order to be able to use a Combat Maneuver, a character must spend **Stamina**. At the beginning of each combat, a character must roll D8+Level to determine the amount of Stamina they have available for that combat. Once the combat is over, all remaining Stamina is lost.

Only one Combat Maneuver can be used per round.

- **Combat Awareness.** Cost: 4. Make a Perception check when a creature makes an attack against you, turning it into a miss if your result is higher than the attack roll. This does not count as an action.
- **Combat Thief.** Cost: 4. After a human opponent misses their attack against you, you can pick their pockets if you pass a Sleight of Hand check (DC 12). This does not count as an action.
- **Confusing Parry.** Cost: 5. As a reaction to an opponent's attack, you can perform a Sleight of Hand check (DC 13). If you're successful, their attack misses. This does not count as an action.
- **Create Opening.** Cost: 5. Perform a standard attack. If it hits, it deals damage as usual, and

a nearby ally can perform a free attack against the same target.

- **Deflecting Stance.** Cost: 6. After choosing the Defend action, you can perform a free melee attack against any opponent that missed their attacks against you.
- **Disarm.** Cost: 2. You attempt to disarm your opponent. Perform a DEX ability check.
- **Disable Armor.** Cost: 8. Perform a standard attack. If you're successful, you don't deal damage but your opponent's AC is reduced by 2.
- **Double Shot.** Cost: 5. Perform a standard ranged attack. If the attack hits the target you roll twice for damage.
- **Far Shot.** Cost: 2. Your ranged weapon attack has its range increased by 30 feet.
- **Feint.** Cost: 4. Perform a standard melee attack. It has Advantage.
- **Forceful Attack.** Cost: 4. Perform a standard attack. If it hits, it deals damage as normal and you can push your opponent. The target must succeed at a Blast saving throw or be knocked down, resulting in them being prone until they manage to get back up again.
- **Grapple.** Cost: 3. In order to grapple an opponent, you must have at least one free hand and succeed at an Athletics check (DC 14). Once grappled, your opponent can attempt to escape during their turn; in order to do so they must succeed at a Paralysis saving throw.



- **Intimidating Blow.** Cost: 5. Perform a standard attack. If it hits, it deals damage as normal and your target has Disadvantage when attacking you for the next 2 rounds.

- **Mounted Charge.** Cost: 4. Move up to your mount's speed in a straight line. If at the end of your movement there is a creature within your reach, the first attack you make against it as part of this maneuver has Advantage.

- **Point Blank Shot.** Cost: 4. When attacking with a ranged weapon, you suffer no penalty for shooting at 5 feet or less from your target.

- **Protect.** Cost: 6. When an ally within your reach is hit by an attack, you can choose to swap places and receive the damage in their stead.

- **Roll Out.** Cost: 4. You can disengage from combat without consequences after an opponent's failed attack.

- **Savage Attack.** Cost: 6. Perform a standard melee attack. If it hits, add D10 to its damage.

- **Threatening Glare.** Cost: 2. Choose a hostile NPC or Beast you can see within 30 feet. They must pass a Fear saving throw or become frightened for D4 rounds.

- **Trample.** Cost: 8. While on a mount, charge against a group of enemies at half the mount's speed. Creatures in your path receive 2D8 bludgeoning damage and become prone.

- **Volley.** Cost: 8. Perform a ranged attack against a number of creatures equal to your level.

- **Warding Stance.** Cost: 4. Until the start of your next turn, your AC is increased by 4.

- **Weak Spot.** Cost: 6. Perform a standard attack. If it hits your target, it's a critical hit.

- **Whirlwind Strike.** Cost: 8. Make a melee weapon attack against any number of creatures within 5 feet of you, making a separate attack roll for each target.

- **Wild Swing.** Cost: 4. You can attack once again after missing an attack while wielding a two-handed weapon.

### A WEAPON MARKED BY DARKNESS

When the same weapon has been used in countless battles against creatures from beyond the Realm of Man, subtle spiritual energies cling to it and slowly change it, improve it. Each time a weapon has been used to kill an unnatural creature (i.e. not human or beast), a **fragment** of its soul is imbued within it. Once a weapon has absorbed 100 fragments, it grants +1 to all attacks and damage done while wielding it.

One of the character's starting weapons starts with D20 fragments.



**STARTING HIT POINTS**

A first level character has 8 HP. As level 3 characters, PCs begin the game with 2D8+8 HP, plus their CON modifier.

**ARMOR CLASS (AC)**

A character's base AC is 10, plus

their DEX modifier. Wearing armor changes the base number, but a character's DEX modifier is always added.

**INITIATIVE**

A character's Initiative modifier is equal to their DEX modifier.

**FINISHING TOUCHES**

The only thing left now is to determine some basic personality traits and other similar elements that will help you better role-play your character: make sure you pick an overall appearance, gender, age, and anything else you want to add. As an inspiration, feel free to roll on the following tables to learn more about who they are. A GM might also want to use the following tables to quickly create some interesting NPCs.

D10	CHARACTER FLAW
1	Arrogance
2	Drunkenness
3	Paranoia
4	Gluttony
5	Sloth
6	Cruelty
7	Cowardice
8	Wrath
9	Greed
10	Lust

**DESPERATE, BROKEN, HUNTED**

Your character was once one of the Church's most holy agents, an inquisitor. You were betrayed and captured by cultists, or maybe it was a close friend, who sold their soul and yours in exchange for demonhood. Somehow, you escaped the sacrificial ritual with your life, if not your mind. You are now forever hunted not only by the foul, demonic creatures beyond this world, but by those who fought by your side: holy warriors, demon hunters, mercenaries. You have no master but yourself, and you travel the war-torn land doing what you've always done: hunt evil and its miasmatic corruption, and take down those who work against you.

D8	WHY DID YOU JOIN THE INQUISITION?
1	Recruited as an orphan
2	Your faith in God guided you down that path
3	A person you admired was a member
4	Your parents were burned at the stake. You wanted to understand why
5	Their undeniable power attracted you
6	You wished to rid the world of evil
7	They seemed to live a good life
8	You wanted to destroy the organization from within

**D8** WHAT BECAME YOUR GREATEST ACHIEVEMENT AS AN INQUISITOR?

- 1 You eliminated a dangerous heretic cult
- 2 You rescued a group of children that were marked for sacrifice
- 3 You burned the heretic and purged the unclean
- 4 You brought reason to a witch hunt and avoided the death of an innocent
- 5 You taught and trained the rabble to fight against the forces of evil
- 6 Participating in the Great Burning of 320 AI
- 7 You were personally commended for your service by archbishop Enton
- 8 You never lost your faith, despite it all

**D8** WHO BETRAYED YOU?

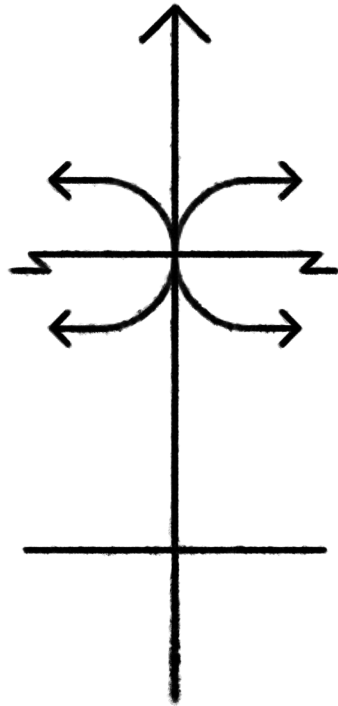
- 1 Loved one
- 2 Colleague
- 3 Friend
- 4 Sibling
- 5 Parent
- 6 Stranger
- 7 Protégé
- 8 Superior

**THE BRAND**

As you began to understand the depth of your despair, the sharp pain of the Brand of Sacrifice struck you. Its pain never really disappeared since that day, only faded, a throbbing wound that constantly reminds you of the terrors unleashed upon this world. The demonic Brand of Sacrifice marks you as prey for all that is evil in the world, and as such you are tormented and persecuted.

**D6** WHY IS THE INQUISITION HUNTING YOU?

- 1 You leave a trail of destruction behind you
- 2 Demons appear in your wake, so you must also be a demonic fiend
- 3 You bear a demonic brand that proves your diabolical allegiance
- 4 You survived what no human should have survived, which means you're inhuman
- 5 You killed one of their agents
- 6 You relinquished your duties as an inquisitor



The Brand also allows you to walk the liminal space between worlds; this is precisely how you awaken the spirits: you are a beacon of pulsating red light in their world of darkness. This allows you to tap into a well of energy that gives you almost superhuman abilities; after all, no normal human can fend off hordes of creatures all by themselves. With the Brand, you sense the supernatural, break barriers and walk freely among the worlds of mankind, gods, and demons.

D10	WHERE IS YOUR BRAND PLACED?
1	Head
2	Face
3	Neck
4	Back
5	Arm
6	Chest
7	Torso
8	Buttocks
9	Leg
10	Foot

The Brand never heals, nor does it go away. When in the proximity of demonic forces (within a radius of 30 feet), the Mark of Sacrifice burns as if it was just carved on your skin anew, causing 1 HP damage. It has its benefits, too: After focusing for a few moments, you know the distance and direction towards the demon or demons. You can't hide, but neither can them.

Perhaps the most dangerous side-effect of the Brand is its power to attract the spirits of the dead. Hungry to feel, feed, and live even for just a brief moment, the dead

swarm around you, attempting to take control of your body. Certain places, such as graveyards, forgotten battlefields, tombs, and other locations that have seen many people die, can cause the dead to swarm around you. When you find yourself in such places, you must perform a WIS Ability check. Failing means the dead take over your body for a number of hours equal to 10 minus your WIS modifier. Once you regain control, things are usually not great.

D6	WHAT HAPPENED WHILE THE DEAD TOOK OVER?
1	You went on a killing rampage
2	You spent all your money in food and drink
3	You spent all your money at the nearest brothel
4	You practiced self-mutilation. You lose D10 HP
5	You ran. You have no idea where you are now
6	You're not sure, but you woke up in jail

**WOUNDS & SCARS**

Your character did not escape unscathed from their ordeal. First roll on the Wound table to learn the nature of your wound, and then roll on the Body Part table to learn where the wound is. This is what your character lost in exchange for their life.

D10	WOUND
1-2	Missing
3-4	Paralyzed
5-6	Scarred
7-8	Deformed
9-10	Weak

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D8	BODY PART
1	Groin
2	Eye
3	Arm
4	Nose
5	Ear
6	Leg
7	Chest
8	Bowels

### NAME

Your character will belong to either the Kingdom of Pavaría, or the Cadaennor Dominion; it's up to you. As an ex-inquisitor, it is of little importance. The following are the most common names for each nation.

#### Common Pavarian Names

Lena, Adhemar, Jehanne, Seiger, Haletha, Burgolf, Hannath, Liebert, Anthea, Ulli, Hadred, Wilryn, Ermina, Meinhart, Ingrund, Alaric, Ingwal, Helga, Ragen, Elinor.

#### Common Pavarian Surnames

Vogel, Herz, Jochutz, Lutzen, Hoefel, Wirtz, Ohrsten, Dahmbach, Durrbein, Widmer, Kaltenback, Otlzlowe, Becker, Tabbeck, Gaffwig, Nuhr, Schuster, Baumann, Stark, Konig.

#### Common Cadaennorian Names

Alixandre, Agnes, Regnault, Hennequin, Michelet, Cecile, Thyeph, Avelina, Plante, Sedilia, Nezot, Willeme, Adenin, Jourdain, Guiote, Hemmonet, Marguot, Adenin, Alberea, Verain.

#### Common Cadaennorian Surnames

Marc, des Essars, du Boys, Regnault, Baillet, Saintraille, l'Extrac, Montagu, Neufville, Roubres, Tirasse, Charetier, Caboche, Ternant, de Grinquos, Pidoye, d'Esperton, Gajant, Sifflet, Frallon.

