

The Dread

I am cursed. The vile darkness of Sin has all but consumed my body and soul. Yet, rather than submit to the darkness, I choose instead to wield its formidable might in service to the light. I am the monster. I am the wretch. I am Sin embodied. I am the Dread.

Mark of Sin

Passive

You are both Mortal and Accursed; anything that affects Accursed creatures affects you as well. You are able to sense the presence and influence of Sin, and may use an Awareness Feat to detect its stench.

While Sin cripples and debilitates others, it strengthens you. Pick a Mark; the way in which Sin has cursed and empowered you. You learn a new Mark with every you attain in Mark of Sin. Unlike other Mortals, your Sin level resets to 0 at the end of each Full Rest.

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| <input type="checkbox"/> Bloodlust | <input type="checkbox"/> Diabolical Power | <input type="checkbox"/> Infernal Speed | <input type="checkbox"/> Scourge |
| <input type="checkbox"/> Celerity | <input type="checkbox"/> Eyes of Night | <input type="checkbox"/> Juggernaut | <input type="checkbox"/> Sinister Allure |
| <input type="checkbox"/> Darkwing | <input type="checkbox"/> Fathom the Void | <input type="checkbox"/> Monstrous Strength | <input type="checkbox"/> Unholy Heart |
| <input type="checkbox"/> Devil's Own | <input type="checkbox"/> Impervious Skin | <input type="checkbox"/> Predator's Finesse | <input type="checkbox"/> Witchmark |

Black Blood

Passive

Your blood is tainted and cursed. Gain 1 Physical Resistance. Any damage negated by your Resistances is converted to Endurance (after taking damage).

Whenever you take damage, an adjacent creature of your choosing takes 2d4 Chaos damage.

For every you have in *Black Blood* (beyond the first), increase the size of these damage dice by one degree and gain +1 in two different Resistances of your choice.

Sinister Strike

Action

Make a weapon attack. If you hit, deal an additional 1d4 Chaos damage for every point of Sin you have. The size of these damage dice increases by one degree for every you have in *Sinister Strike* (beyond the first).

Vampiir's Kiss

Passive

Gain access to a new weapon: your Vampiiric Bite. This weapon has a + bonus to Attack rolls and uses a d4 as damage dice (this increases in size by one degree with each new). It has the *Finesse* and *Concealed* Features. When you hit with this weapon, you gain Endurance equal to half the damage dealt.

Rituals

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| <input type="checkbox"/> Absolution | <input type="checkbox"/> Sin Eater |
| <input type="checkbox"/> Blood Magic | <input type="checkbox"/> Spread to Dead |
| <input type="checkbox"/> Necrophagy | <input type="checkbox"/> Swallow the Sun |

Starting Out

HP: 10 + (Brawn)d4	Attack: 2
Resolve: d10	Defense: 2
Strain: 3	Save: 2
Actions: 2.5	Spellcraft: 2
Speed: 5	

A Terror to Behold

When you hit with an attack, an enemy of your choice within 5 meters who can see you must Save or be *Terrified* of you until the end of their next turn.

Anti-Hero

Gain three Features of your choice and a Foil of your choice.

Bloodpool

When you reduce an enemy to 0 HP, any damage beyond what was needed to drop them to 0 HP goes into your Bloodpool. Whenever you or any ally who can see you recovers HP or gains Endurance, they may draw from your Bloodpool to increase the amount of HP restored or Endurance gained.

Geas

You have a specific prohibition such as an inability to cross running water or enter homes uninvited. If you did not break your Geas by the time you take a Full Rest, you may answer "Yes" to any of your Keys which you would otherwise be unable to answer "Yes" to.

Revenant Body

You can't be *Stunned*, *Staggered*, *Terrified*, or *Weakened*. The first time you are reduced to 0 HP (or less) each day, you are reduced to 1 HP instead. You are considered an Undead creature.

Walk in Darkness

When you break Line of Sight to an enemy, you can use a Reflex to become *Hidden* or teleport up to (Speed) meters.