

## ***Player Actions***

DIEfiant has 12 actions players can take. Each action has an associated stat that informs the amount of dice rolled when taking that actions. Players also assign action points to specific actions, allowing them to add their stat value to the roll for each action point.

There are 8 Varied actions and 4 Direct actions. Varied actions are more open-ended and aren't given defined target or results. It is up to the players and the GM to decide what a Varied action will do in a specific scenario. Direct action, on the other hand, have specific uses, targets, and results. These tend to be more immediate actions, useful when a situation goes from bad to ugly.

The below sections goes more in depth on the 12 different actions including some examples of use and possible questions to ask when taking that action.

### **Direct Actions**

#### **Heal - Snoop**

When you heal you fix yourself or a friend up. Make a DR 10 SNOOP roll, on a success the target loses one Distress or regains one Vitality

*Examples: Clean a wound, steady against arcana*

#### **Hide - Flight**

When you hide you attempt to make yourself scarce. Make a contested FLIGHT roll. During the Engagement, a success means the monster can't target you until your next turn.

*Examples: Find a hidey-hole, blend in*

#### **Strike - Fight**

When you strike you go on the offensive with an attack. Make a contested FIGHT roll, on a success the target loses 1 Vitality.

*Examples: Throw a punch, use a weapon*

#### **Trap - Sense**

When you trap, you prepare to catch something. Make a contested SENSE roll, on a success the target is Restrained.

*Examples: Set a snare, leave out bait*

## **Varied Actions**

### **Beckon - Snoop**

When you Beckon you open yourself to the strange powers of the world, either within or around you.

When you Beckon consider:

- How much of the occult do you let in?
- What does it look like when you beckon these powers?

*Examples: Commune with spirits, examine occult objects*

### **Coax - Flight**

When you Coax you are imploring those around you for help, or swaying them to your side.

When you Coax consider:

- What belief are you hoping to change?
- What kind of help are you hoping for?

*Examples: Ask for aid from the town, convince an enemy to let you pass*

### **Consult - Fight**

When you Consult you call on connections to achieve your goals and find new paths.

When you Consult consider:

- Where did you make these connections? What do you owe them after?
- What do you hope they can help you with?

*Examples: Someone who already owes you a favor, someone you know will help*

### **Connect - Sense**

When you Connect you put together information around you, either in your notes or the people you are talking to.

When you Connect consider:

- What are you trying to pick out?
- How did you know to connect the information?

*Examples: Put together a corkboard, figure out someone is lying*

### **Gather - Flight**

When you Gather you collect items, such as equipment for your team or notes you may want.

When you Gather consider:

- Where are you planning to get the items?
- How much time do you want to spend looking?

*Examples: Go shopping in town, build something in your shed*

### **Press - Fight**

When you Press you use your force of presence to get what you want, both from your allies and your enemies.

When you Press consider:

- How do you get them to do what you want?
- What do the people around you see when you press?

*Examples: Blackmail someone, Flirt for your own gain*

### **Research - Snoop**

When you Research you pour over knowledge to find specific answers.

When you Research consider:

- What information are you trying to learn?
- How long do you plan to study?

*Examples: Comb through historical archives, go on an internet deep-dive*

### **Scan - Sense**

When you Scan you look for physical remnants of something, be they tracks or trails of bodies.

When you Scan consider:

- How openly are you tracking your quarry?
- How closely do you hope to track it?

*Examples: Follow tracks, find patterns in disappearances*

## **Special States**

Any creature, players, monster, or even NPC, can enter three special states. These can be triggered by a player's abilities, exploiting a monster's weaknesses, or the monster's skills.

**Disoriented:** A disoriented creature is stunned by an outside force. It takes no actions on its next turn; however, it can still move around the environment.

**Enraged:** An enraged creature is filled with anger and desperation. On its turn, it must make a Strike against a creature if able, even if that creature is an ally. Then it may take another Action.

**Restrained:** A restrained creature is stuck in place by some kind of trap, by being grappled by someone, or some other effect. On its next turn, the creature cannot move or make Strikes.

## **The Players**

### ***Being a Player***

*Diefiant's* play can be applied to many different monsters, many different settings, different worlds, different time periods... but one thing remains the same: *you*.

No matter what time or what place, there will always be amateurs. Those who make up for a lack of experience with drive, motivation, and stubborn determination — that's universal, and that's where you, the player characters, come in.

Whether it's your first time playing or not, you and your party have done this before: you know, albeit not that much, the beats of an investigation and of a true monster hunt. You've got a taste of a hunt and it's enticing enough to keep you coming back. The supernatural, to you and your teammates, is scary and new... but you know it's out there, and you know there's a need for people like you to rise against it.

So... who *specifically* are you, then?

### ***Making Your Character***

Character building is simple but comprehensive; once you're group has decided on the setting follow these steps:

1: Choose an Attitude and a Motif the aligns with the way your character grew up and is viewed by their friends.

2: Assign five action points across the actions.

2: Define your character's equipment and what they represent to them.

3: Fill out your character's web with your group and GM, developing the connections between your character and the town.

Characters in Diefiant are typically young adults; those still figuring out who they are, who they were, and who they want to be.

## **Distress**

No monster hunt is without its peril: you're going to get knocked around! Your 'health' is represented by the hits you can take as well as your energy level. Whenever you take a hit, fill in the next bubble in the Distress section of your character sheet, from top to bottom.

When you've filled in 6 of the 7 bubbles, you are considered Unconscious and on the brink of death. While Unconscious, you can't take any Actions and can't move. You can be roused out of unconsciousness by one of your allies using the Heal action on you during their turn.

If you fill in all 7 of your distress bubbles, you are considered fully Dead. Anything short of a miracle means you won't be getting back up.

## **Attitudes**

When you think of a classic monster hunting story, it's usually a ragtag group of characters, each filling a different stereotypical trope: the nerd, the jock, the final girl, etc. Rather than boxing your character into a stereotype, you choose what to encapsulate through your actions and preferences, not just an exaggerated personality.

Every attitude comes with a +1 in one stat, a -1 in another, and two abilities; one of the abilities is applicable for the Investigation phase, and the other within the Engagement phase. Attitudes also have a list of equipment they start the game with. Some are a specific item, such as a vehicle, while others are more open ended, like an item that reminds of you your childhood. You

don't have to, and probably won't want to, carry all your equipment on you at all times.

Currently there are eight attitudes, however we encourage players and GMs to work together to make their own if it suits their game. As long as it follows the same format, any combination of stat changes and abilities is sure to be a fun role!

## **Alarmist**

An Alarmist is someone always calling out a strange theory or worrying development. Sometimes they are conspiracy theorists, other times simply well-informed but always ignored.

You get *+1 Flight*, *-1 Fight*

Choose a Motif. You start with Get Out of There and an ability of your choice from your Motif.

Equipment

- An item you can use to get attention quickly
- A pair of worn shoes
- A weapon you can ready quickly

## **Abilities**

Get Out of There – While frightened, you get a +1 to Flight and Sense instead of a -1.

Confirmation Bias - You can use Flight for Connect rolls instead of Sense.

What Was That - You have Advantage to defend against the monster's Ambush.

## **Motifs**

### **Defeatist**

You've always been a bit of a downer, always worried about the worst possible outcome. You are probably the least shocked a monster is attacking, not that it makes it any less stressful.

What's the Point - Each distress level add +1 to the bonus from action points

Didn't Sign up for This - You can take a Distress level to add an extra die to a roll. Distress taken this way can't be healed until after the Hunt. This feature