

THE ACCURSED EMBER

CLASSIFICATION: All-rounder

INSPIRATION: *Dark Souls*

A cursed pilgrim of flame, seeking atonement from their Gods, they wander the world until their quest is complete. They are reborn by the flame whenever death might greet them.

RECOMMENDED ATTRIBUTES:

Strength	2	Agility	2	Influence	0
Wits	0	Arcane	2	Luck	3

The Accursed Ember is an All-Rounder Class inspired by the Dark Souls series. The class has a strong core kit that acts as the foundation for a variety of paths. The Accursed Ember is designed to act as a specialist. They excel at selecting a path and mastering.

Nobody knows the truth behind the curse. Why it appeared and from where it came remains a mystery. It appeared on the Day of Beasts. Scorch marks appeared on the afflicted, burning down to the core of their soul. The afflicted are forced to devote themselves to an eternal higher purpose even beyond the point of madness. There are many mutterings as to how it came to be. Some say it is a mandate from the Gods, others call it nature's retribution for man's hubris, and many even whisper that it is a tool used by beasts of other realms to further their goals. Regardless of its origins, the victims burn in the fires of rebirth all the same.

Accursed Embers lead solitary lives, disguising their true nature from others. However, recent times have seen covenants and communities of Accursed Embers form. The Accursed have found ways to spiritually attune to one another, and grow more connected as time goes on.

None of the Accursed know why they bear this affliction. Their devoted purpose often falls secondary to the desperate struggle to fend off the loss of their humanity.

This issue is exacerbated by conniving Accursed who attempt to feed off the curse of others for power.

Accursed Embers are an interesting class that is both mechanically powerful and narratively engaging. GMs are encouraged to utilize Accursed Embers as NPCs. Their single-minded drive to complete a goal, either in alignment or opposition with the Party, provides many opportunities for narrative flair, particularly if there's an Accursed Player character.

PLAY THIS CLASS IF YOU...

- ...enjoy interacting with a litany of characters you can't trust.
- ...like having lots of Luck Points and second chances.
- ...like being reckless in combat with little consequences.
- ...enjoy forging your character's own purpose and destiny.



THE MONSTER SLAYER

CLASSIFICATION: All-rounder

INSPIRATION: *The Witcher*

The Monster Slayer is a Hunter transformed through brutal surgery to implant the strength of beasts into them. They wield animalistic features and a greater range of senses.

RECOMMENDED ATTRIBUTES:

Strength	3	Agility	3	Influence	-1
Wits	2	Arcane	2	Luck	0

The Monster Slayer is an All-Rounder class that is heavily inspired by Witchers from *The Witcher* series. They excel at tracking down beasts and executing them. They have a diverse number of close and long-range attacks along with a small catalog of Weapons to aid them. They can fulfill almost any role in a party with options to augment their bodies to fit their chosen specialty.

The Slayers arrived at the frozen northern islands of Gradina with the original colonists. Their immunity to disease and great lifespans allowed them to expand across the continent rapidly. Those same qualities led to rejection, and hatred by the general populace. Their inhuman qualities made them the first “Monsters” of Gradina. When the Day of Beasts arrived their status changed. The general public tenuously accepted the Monster Slayers as people in order to use their Monster hunting services.

Monster Slayers were bred to be the ultimate soldiers. They are able to adapt and survive in any environment, incorporating the traits of animals to enhance their abilities.

In the past, animalistic augmentations were strictly policed and minimal in use. As politics began to divide the Order, regulations loosened and mutations became more extreme. Now, many Monster Slayers blur the line between human and Monster.

Today, only a husk remains of the original Monster Slayer Order. The radicals, traditionalists, and dissidents alike were all either killed or exiled. Only pragmatic survivors inhabit the empty halls that once belonged to the Order. Most Monster Slayers are amicable with each other. Their shared plights and respect for one another keep them close together, wandering the world and exchanging their services for coin.

Monster Slayers are a powerful class with a diverse skill set. However, their distinct and altered appearances create unease with the common folk. Additionally, rumors have bred much distrust between them and the citizens of Gradina. While there isn't much outright hate, a Monster Slayer is never a good omen in the eyes of the people. Sects of the Order are many and varied in nature, GM and Player are encouraged to come up with their own sects to help establish character.

PLAY THIS CLASS IF YOU...

- ...like creating unique bestial powers.
- ...like playing characters ostracized from society.
- ...want to be sworn into an ancient organization of other Mercenaries.
- ...enjoy traveling across the world hunting monsters in pursuit of reimbursement.

