

OTHER TASKS

There are many other **Tasks** that exist and take time outside of healing other Hunters. After many gruesome battles, some Hunters will have to recover their strength, in this time it is best for the rest of the Party to find things to do. This is where other **Tasks** come in handy.

This is a simple list of suggested activities if one is simply waiting for an ally to recover.

- **SCOUT:** This will search the surrounding area. This will usually require some **Navigate Tasks** or **Investigation Tasks** based on the area, size, scope, and thoroughness of your scouting. The **Task** often takes one to seven days. Hunters themselves can allocate how many days they want to scout as a means of displaying their thoroughness.
- **WORK:** This will put the Hunter on an odd job that is not related to hunting. This can be anything from cooking, crafting, or whatever else might be needed around town. This will sometimes require **Tasks**. It will often offer a pittance of money. A single job only lasts for one day, and can be taken consecutively each day. It is a good way to make money and meet locals as well.
- **MEANDER:** This will allow your Hunter to casually explore an area. If the area is populated, this **Task** will involve listening to rumors, getting a lay of the land, and coming across interesting leads. You will find yourself regularly coming across **Influence Tasks** in such a situation. If this is done in the wilderness, you will hunt, forage and scavenge for food as well as locate a safe place to camp. This **Task** takes one day but can be done consecutively.
- **CRAFT:** This will allow you to create something or hire someone to do it for you. This can repair a Weapon or armor, create more arrows, brew potions, or any other items you might need. The timing will change based on the size and complexity of the task. Handheld objects usually don't take more than a day, **Weapons** take two to three days, and **Armor** will require about a week. Discuss the complexity of any given task and the skills needed to perform it with the GM.
- **RESEARCH:** This will allow your hunter to spend time researching an integral piece of evidence or history that might provide vital information to a Hunt. This could involve deciphering a ritual circle, studying a book or journal, or learning from an expert in a related topic. This can also be done to increase a Hunter's skill in a niche subject such

as cooking or drawing. Depending on the difficulty of the Research this could take anywhere from 2 - 3 days or upwards of a week.

This is only an outline of how the passage of time might work. A Hunter can work with the GM to discuss alternate actions they might take. One can also mix and match if they know how long they have to wait. For example, if the Party knows they must wait a week the Hunter might say "I'll **Scout** for three days, and **Work** the rest, and maybe have one day to **Meander**."

PROCEEDING WITH CHARACTER CREATION

Now that you've become familiar with the core mechanics of the game, you'll need to select a Hunter. Below you will find in-depth summaries of the Hunters. These will cover their play style, inspiration, and lore of the world. Check to see their corresponding playbooks to learn more about their abilities and **Attributes**. In these class summaries you will find that each class is categorized by **Classifications**. The classification types are:

- **WARRIOR:** Hunters with the Warrior **Classification** are those who have defensive capabilities mixed with other options (support, magic, damage, etc)
- **ROGUE:** Hunters with the Rogue **Classification** are defined by movement and scouting options along with high damage
- **MAGE:** Hunters with the Mage **Classification** are capable of versatile Magic and higher access to Arcane tasks and magical knowledge
- **SUPPORT:** Hunters with the Support **Classification** are those who don't excel at most combat situations, and are best fit to aid the other types of hunters. They achieve this goal by providing various forms of support through: Healing, +1 Forwards, and circumstantial counters to specific situations.
- **ALL-ROUNDER:** Hunters with the All-rounder **Classification** are capable of building or performing Tasks or skills available to any other Classification, meaning access to Defense, Damage, Magic, or Support options.
- **HYBRID:** Hunters with the Hybrid **Classification** are those who can perform feats and achieve goals of two different classifications, or build into excelling at one over the other.