

THE HUNTERS

The first step of any campaign is character creation. Have the Players review the Playbooks and decide which one they are going to play for the duration of the campaign. Below is a brief overview of each Hunter class. The Hunter summaries can be found on page (x) and the Playbooks themselves continue on the page (x).

THE ACCURSED EMBER: Accursed Embers are Hunters afflicted with a powerful, unknown Curse. The Curse prevents them from dying, reviving them at the nearest flame upon death. This is one of the most diverse Playbooks that can build into any Attribute or direction they want while having a few other tricks up their sleeve.

THE COMMONER: The Commoner is a civilian who, through some form of twisted fate or misfortune, was dragged into the fight. Though circumstance has not blessed them with supernatural abilities, they have spent a lifetime cultivating their careers. The Commoner uses a Profession Type mechanic that comes with a unique job-related ability. They excel at providing utility and support to their team through the unorthodox application of what was once their day job. (see page x)

THE CONDEMNED: The Condemned is a tragic, solitary juggernaut. Their distrust of others and hatred of Monsters have forged them into one-man armies. They cleave their way through the Monsters,

focused on exacting as much destruction on them as possible. The Condemned are not team Players but are still great assets, dealing more Harm than any class, and having great Harm reduction, they can wade into the thicket of any battle.

THE ENCHANTING WITCH: The Witch is a part of a long, storied tradition of Magic. They are some of the oldest users of Magic on Gradina. Though they sometimes form small covens to protect each other, Witches mostly work in isolation and for their own self-interest. Their arcane knowledge allows them to support their team well with skills like upgrading equipment and making potions.

THE EXORCIST: The Exorcist is a devout Hunter who vanquishes the horrors of the dark in the name of their religious faith. They have strong ties to their church and can receive unique Weapons and artifacts from churches across the land. They are versatile fighters who utilize a mix of close to long-range attacks and magical skills to combat their enemies. (see page x)

THE FOLK HERO: The Folk Hero is a traveling Hunter who has accrued great notoriety amongst the citizens of Gradina from their feats. Folk Heroes are highly sociable and quick to make allies among Players and NPCs alike. Folk Heroes are great at taking hits and supporting a team both in combat and during downtime. (see page x)

THE MAGUS: The Magus is a scholar of the mystical arts. Contrary to Witches, Magi are accepted by society due to their more grounded, research-oriented outlook on magic. They are viewed as engineers who harness the supernatural for the betterment of society. With their breadth of spells and well of knowledge, they excel at supporting any Party through the application of their arcane wisdom. (see page x)

THE MONSTER SLAYER: Monster-Slayers are humans turned into half-beasts. Through genetic modification, Monster-Slayers have obtained bodies that allow them to go toe to toe with Monsters. All Monster Slayers are members of an organization known as "The Order". The Order is a Monster-Slayer exclusive organization that supplies increasingly advanced genetic modifications to its successful members. The Monster Slayer excels at staying in a fight and using their unique animal abilities to turn the tides of battle. (see page x)

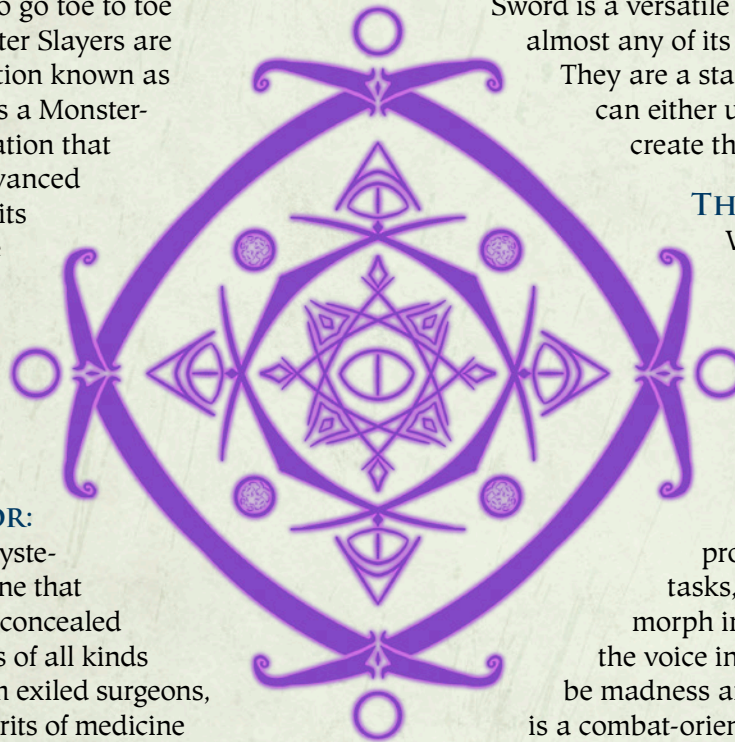
THE PLAGUE DOCTOR: The Plague Doctor is a mysterious innovator of medicine that takes several roles. Their concealed faces have caused rumors of all kinds to spread. Some call them exiled surgeons, others regard them as spirits of medicine sent to cleanse this infected world. They have a solid mix of active support Moves used in combat along with a plethora of attacks that grow stronger in select scenarios. Plague Doctors excel at supporting their team through whatever strange situations they encounter, making them a great asset on and off the battlefield.

THE RUNE HAUNTER: The Rune Hunter is a Hunter eternally cursed by a single, life-changing decision. Their ancient gauntlets grant them great elemental powers they must wield for life, unable to ever remove the gauntlets. Those who don the gloves are pariahs who are loathed almost as much as the very Monsters they hunt. Rune Hunters excel at using elemental magic for a mix of heavy combat and roguish applications. (see page x)

THE SPECTRAL GUARDIAN: Spectral Guardians are Hunters who have signed a contract with a Specter who possesses their body. In exchange for compliance with the Specter's demands, the Specter enhances the Hunter's physique and grants them an arsenal of mystical abilities. A Spectral Guardian excels in investigations with high **Attributes** to aid them on their journey. (see page x)

THE SPELL SWORD: The Spell Sword is a traveler who combines magic and swordsmanship to create a deadly and effective combat style. The Spell Sword is a versatile class that can utilize almost any of its **Attributes** for attacking. They are a stance swapping Hunter that can either upgrade their stances or create their very own stance.

THE WANDERER: The Wanderer is a Hunter guided by an unknown voice only they are privy to. These Hunters embrace the mysterious presence in their heads, seeking out the rewards that the voice promises. As they complete tasks, their bodies begin to morph in odd ways, a sign that the voice in their minds may not be madness after all. The Wanderer is a combat-oriented class who excels at bringing down the biggest and baddest Monsters around. (see page x)



CUSTOM HUNTER TYPES

If you find yourself inspired, but not sold on any particular Hunter, see *Customizing Your Game* on page (x). Here, you will find information on how you can create your own custom class to bring into the world of Gradina. Share your creations online with us or email them to us at TheFableTopTeam@gmail.com. However, we will be posting some additional in-house and fan-created classes on our website [insert website link] for free as well as updates on future expansions!

ONE CLASS PER CAMPAIGN

We recommend that each Player take a different Hunter type than their fellow Players. The Hunters were designed with the philosophy that each class should feel both unique and valuable in any team composition. We strongly feel both the Party and Players will have a more inclusive, engaging experience by doing so. However, this is not a hard rule for the game, it's only a recommendation. With that in mind, we've included Composition Templates for both styles of play.

COMPOSITION TEMPLATES

One of the most challenging aspects of starting any TTRPG is deciding on a Party composition. While we encourage experimentation, we understand that this can be a frustrating barrier for some. With that in mind, we've created a few templates for ease of access. If you're struggling with deciding on a team, or just need some inspiration to get started, try one of the compositions below.

FOR THE ORDER: Your group serves a sect of the Monster Slayer Order. Your team of **Monster Slayers** is called to complete a task in the name of the Order. Your campaign will focus around completing this task. Whether it's driving a certain Monster to extinction or slaying a Demon Monarch, your task will be of great importance to the Order. All **Monster Slayers** must be different animal mutations. One of the Slayers will start with one extra rank in their reputation tracker to signify they are the "leader" of their sect.

THE UNDERDOGS: Your group is a team of **Commoners** guided by a single **Folk Hero**. Your group's village was all but annihilated by a mighty beast. Through the **Folk Heroes'** efforts, a small portion of civilians survives, as the beast is driven out of the village. Once the Beast leaves, the **Folk Hero** is encouraged to slay the beast for the good of the people. The **Commoners** are childhood friends of the **Folk Hero**. Their loyalty to their friend compels them to join the journey and aid in the hunt. Through this great quest, the **Commoners** become powerful Hunters in their own right. The

Commoners are permitted to change to another class at 3 **Experience**. If a Player does so they will not expend their advanced improvement and instead become an experience 2 Hunter of a new type.

THE OUTCASTS: Your group consists of any of the following: **The Wanderer, The Rune Hunter, The Monster Slayer, and The Accursed Ember**. You are a group of traveling Hunters that aren't well accepted by the general population. Your reputation within cities will suffer and your team will have difficulty getting reimbursed for their work. Conversely, you will receive more odd requests from eccentric clients than the average group. Additionally, your group may suffer from internal friction. Such conflicting backgrounds are sure to breed distrust in any team.

THE CRUSADERS: Your group consists of any of the following: **The Exorcist, The Wanderer, The Rune Hunter**. You are a group of Hunters who all picked up the same bounty. At the end of the first session, an omnipotent creature claiming to be the one and only true deity reaches out to you. They claim you are their chosen warriors and offer to grant you any wish in exchange for completing a certain quest. None of you believe this figure is god. You go along anyways.

FOR CONQUEST AND GLORY: Your group consists of any of the following: **The Spell Sword, The Commoner, The Condemned, The Plague Doctor**. Your group of Hunters are enlisted members of a large nation's military. In recognition of your unique talents, you are all placed in a special operations unit that specializes in supernatural challenges. Your reputation is inextricable from politics. Those who loathe the military or serve an opposing nation will view you with scorn. However, you will also enjoy both the benefits and authority of an officer of the law.

Starting compositions will impact everything from available resources to starting **Attributes**, and can greatly skew the game against certain encounters. GMs should consider Party compositions before they start writing their Hunts.