

UNIQUE HAUNT POINT EFFECTS

For an additional layer of challenge, the GM can decide whether or not to have an additional unique Haunt effect depending on the Hunters class. The effects are as follows:

THE ACCURSED EMBER: Upon your next rebirth, you did not awake at your last bonfire. You are either summoned by someone to do their bidding or end up at a random fire somewhere different.

THE COMMONER: Your incompetence has to lead to your misfortune. You are either captured by a Monster, gravely wounded, or forced to retreat for an amount of time.

THE CONDEMNED: You soon will be wronged again by the type of creature who caused your pain. This can result in the loss of an ally, or friend, sustain extreme damage etc.

THE ENCHANTING WITCH: You will run into another Witch, they may be friendly, they may not, but some camaraderie will be shared with them.

THE EXORCIST: Word of your failures spreads to your church. They are disappointed. You must turn in one of your artifacts provided by them for a short time.

THE FOLK HERO: Stories of the blunder you made sweeps across the nation. Your mistakes might be brought up at the worst time in the future.

THE MAGUS: A Cursed object will cross your path, although you will not know what it looks like or what it is, or even when it will appear.

THE MONSTER SLAYER: Something about your mutation will act up, a strange coughing fit, a weird hunger for something taboo, or just a generally unpleasant animal tick, you will be overcome by it.

THE PLAGUE DOCTOR: You will run into a disease or injury that not even your skill can save, all you can do is ease their suffering before death.

THE RUNE HAUNTER: You become temporarily corrupted by the power that flows through you, allowing the GM to take control of your character for a brief amount of time.

THE SPECTRAL GUARDIAN: You will remember a memory that both you and your Specter believe belongs to them and will have some contention over it.

THE SPELL SWORD: Through your mistakes, you manage to break your blade. -3 Harm and -1 when rolling accuracy with this Weapon until it's properly repaired.

THE WANDERER: The voice will advise you to do something unbecoming, or perhaps detrimental to yourself or your allies. -1 Ongoing until you obey.