

THE MONSTER SLAYER

*I was created like a Monster to hunt Monsters.
Stripped of my humanity, I will only fight
for Coin. I am a Monster Slayer.*

NAME: <input type="text"/>			EXPERIENCE <input type="text"/>	MASTERY <input type="text"/>
ATTRIBUTES				
STRENGTH <input type="text"/>	AGILITY <input type="text"/>	INFLUENCE <input type="text"/>		
WITS <input type="text"/>	ARCANE <input type="text"/>	LUCK <input type="text"/>		
HEALTH <input type="text"/>	ARMOR <input type="text"/>	EVASION <input type="text"/>		
BATTLE TRACKER				
Current Health	Max Health	Luck Points <input type="text"/>		
		Haunt Points <input type="text"/>		
Ongoing Effects				



LIFE BEFORE... <ul style="list-style-type: none"> <input type="checkbox"/> I was an Orphan, taken for transmutation <input type="checkbox"/> I was offered as payment to another Monster Hunter before I even left the womb <input type="checkbox"/> I offered myself as payment when my family couldn't afford a Hunter's services. <input type="checkbox"/> I was taken in when my family was slain by a Monster, with no options but earning my keep as a Slayer. <input type="checkbox"/> _____ 	LIFE NOW... <ul style="list-style-type: none"> <input type="checkbox"/> I follow the tenets of my crumbling Order, serving diligently with others of my kind. <input type="checkbox"/> I struck out on my own, taking the Monster Slaying profession on the road. <input type="checkbox"/> I struck out on my own, setting up shop in a monster-infested region. <input type="checkbox"/> I seek revenge on those who twisted me into what I am today. <input type="checkbox"/> _____
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STARTING MOVE

☐ **Mutant Hunter:** You were taken at a young age and transformed through brutal magic and technology to be a superior hunter of Beasts, becoming much like one yourself. Additionally get +1 Strength, Agility, and Wits (max 3), -1 Influence and Luck (min -1). Additionally gain Resistance to Poisons and Diseases along with +1 **Natural Healing** anytime it occurs. Some form of **Order** is responsible for these **Mutations**, and you are tied with them in at least some way. You will start as a Recruit and get 1 **Mutation**, but for every increase in Rank you get an additional Mutation. As you increase in Rank, you may start requesting Equipment, Resources, Information, or even other Slayers from the **Order**, but the higher Rank you are the more they will ask Favors of you as well.

Quirk: Those that survive the transformation are said to have the eyes of a Viper and the fangs of a wolf. This is, in fact, a wives' tale—the animalistic features of a Slayer are based on the beast their mutations are drawn from, and grow more prominent as they rise through the ranks of their Order.

BEASTIAL TRANSMUTATION

Your body and mind have been shaped by unorthodox and taboo means: magic rituals, infusions of monstrous blood, and grueling training. As one of the few survivors in your cohort of trainees, you have become visibly more beastly. Describe your transformation below.

What animals did you receive physical features from?

What is the most prominent addition?

REPUTATION TRACKER <p>RANKS</p> <ul style="list-style-type: none"> <input type="checkbox"/> Recruit <input type="checkbox"/> Novice <input type="checkbox"/> Journeyman <input type="checkbox"/> Expert <input type="checkbox"/> Master <input type="checkbox"/> Grand Master <p>*You cannot choose the same Innate Task twice.</p>	<p>MUTATIONS</p> <ul style="list-style-type: none"> <input type="checkbox"/> Gain 1 <i>Animal Ability</i> (_____) <input type="checkbox"/> Gain 1 <i>Animal Ability</i> (_____) <input type="checkbox"/> Enhance an <i>Animal Ability</i> (_____) <input type="checkbox"/> Enhance an <i>Animal Ability</i> (_____) <input type="checkbox"/> Gain 1 Permanent Immunity (_____) <input type="checkbox"/> +1 Ongoing in an Innate Task (_____) <input type="checkbox"/> +1 Ongoing in an Innate Task (_____) <input type="checkbox"/> +1 Ongoing in an Innate Task (_____) <input type="checkbox"/> +1 Ongoing in an Innate Task (_____)
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BASIC MOVES (Start with Enhanced Instincts, then pick 1)

[X] **Enhanced Instincts:** Being mutated into an elite hunter, you have enhanced hearing, sight, and smell, which allows you to find details or clues others can't, such as scents or tracks. You gain +1 to any **Wits Tasks** when performing **Investigate**, **Navigate**, or **Analyze Tasks**.

[] **Viper Dance:** You learn the way Monsters move, and master a way to lure them out to create openings. If an Enemy attacks you and misses the attack, you may perform a **Position Task**. On a roll of:

- 8 - 10, Move **Into Position** as a Reaction.
- 11 - 12, Move **Into Position** instantly for free.
- 13+, Moves **Into Position** instantly; the enemy cannot attack back next turn.
- On a Miss: The enemy's attack hits.

[] **Oil Crafter:** You learn to concoct strange and outlandish oils. It takes 1 day to brew, but create 1 *Oil* Consumable that will provide **Immunity** to a **Status Effect** or grant +1d4 Harm against a category of Monster. All *Oils* last for 1 Battle and only 1 can be active at a time. To create *Oils* that resist **Status Effects** requires components from a Monster that inflicts that Status; to create *Oils* for increased Harm requires components from a Monster in the same Category as the Target. It is a **Quick Action** to apply or ingest the *Oils*.

[] **Crude Negotiator:** Already having a reputation of being a Monster, you use this to your advantage, allowing you to perform **Influence Tasks** with your **Strength** instead.

[] **Unnatural Reflexes:** You, being trained to hone your senses like the Monsters you hunt, have a preternatural instinct for danger. If an Enemy attacks or an Environmental danger occurs, you may perform a **Position Task** as a Reaction.

- On a roll of 8 - 10, Move **Out of Position** and take -2 Harm from the Attack
- 11 - 12, Move **Out of Position** and take -4 Harm
- 13+, Move **Out of Position** and dodge the attack completely.

[] **Fatal Shot:** You learn how to exploit the weaknesses of Monsters easily, attacking in their most vital areas. When attacking a non-Humanoid with a Ranged Weapon, you may perform a **Ranged Attack** as a Reaction. On a roll of:

- 8 - 10, Prevent the Target from moving or flying, apply the **Hamstrung** Status.
- 11 - 12, Prevent moving & flying and deal +1 Harm, and inflict **Hamstrung**.
- 13+, gain all listed above and the **Serrated** Tag.

ADVANCED MOVES

[] **Blade Flurry:** You can now wield a sword with amazing proficiency, gaining Mastery in a weapon of your choice, along with being able to perform a **Parry Task** on Ranged Attacks or to protect other Allies. In addition, whenever you land a successful melee attack, you can use a **Quick Action** to do a basic follow-up melee attack.

[] **Symbol Magic:** You learn the basics of Magic, and learn how to manipulate it quickly in combat. You can create up to 6 Spells with predesignated Effects and Tags, and name them. Select as many Tags to associate with the Spell as if rolling an 11-12, but if you roll lower than, select from within your choices. You can now use these 6 pre-made Spells as **Quick Actions**. You must spend a week's time to change 1 predesignated spell.

[] **Poison Brewer:** You learn the ancient craft of poisoncraft. Perform a **Craft Task** at the start of battle to see what you've prepared. On a roll of:

- 8-10, get 2 *Poisons*.
- 11-12, get 3.
- On a Miss, get 2, but one will cause an Overdose when consumed, to be chosen by the GM.

These Poisons can have 1 of the following effects:

- +1 Evasion
- +1 Harm Reduction
- +1 Attribute
- Serve as the Antidote to another *Poison*.

Having 3+ *Poisons* active at once causes an 'Overdose' which deals 1 True Harm for each Poison active past the threshold. It's a **Quick Action** to drink Poisons.

OTHER MOVES (Moves picked from another Playbook)

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IMPROVEMENTS

BASIC IMPROVEMENTS

- [] Allocate 2 Attribute points (Max 3)
- [] Allocate 2 Attribute points (Max 3)
- [] +1 Move from your Playbook
- [] +1 Move from your Playbook
- [] +1 Move from another Playbook
- [] +1 Move from another Playbook
- [] +1 Rank in the *Order*
- [] +1 Rank in the *Order*
- [] Gain Mastery in 2 **Innate Tasks**
- [] Gain Mastery in 2 **Innate Tasks**

ADVANCED IMPROVEMENTS

- [] Allocate 2 Attribute points (Max 3)
- [] +1 Advanced Move from your Playbook
- [] +1 Advanced Move from your Playbook
- [] +1 Advanced Move from Another Playbook
- [] +2 Ranks in the *Order*
- [] Reverse your Transmutation (Change Hunter Type)
- [] Retire this Hunter to safety (Makes NPC)
- [] Learn of a new type of *Mutation* in a foreign land and seek it out (Remove Hunter)

INVENTORY

BACKPACK

Write down any Items you are carrying on your person.

STORAGE

Write down any Items that are stored in a safe location (house, ship, guild, etc)

NOTES

HUNTER RELATIONS

This is a list of ways you might know other Hunters (Players) before your adventures. As a group choose 1 Hunter to start, and give everyone a turn to discuss with that Hunter how they know each other. Here is a list of Suggestions:

- By chance, they were tracking the same Monster you were hunting. Ask/tell them what that Monster was.
- They were hired by the same person you were to track down the same Monster. Ask/tell them if you two got along during the mission.
- They knew you (or claim to have) before you were taken to become a Monster Hunter. Ask/tell them how they knew of you.
- They are some form of relative. Ask/tell them what kind and how they felt when you were taken.
- They were someone who hired you in the past. Ask/tell them what you were hired for.
- They were someone you hired to help with a difficult task. Ask/tell them what you needed their help with.
- They were someone that works with your *Order*. Ask/tell them if it was personal or professional.
- They are someone who has a vested interest in your kind. Ask/tell them what they are interested in.

EQUIPMENT

WEAPONS

- [] _____
- [] _____
- [] _____

STARTING WEAPONS (CHOOSE 2):

Long Sword - d8, versatile, hand, precise

Hand Crossbow - d6, close, pierce, precise, projectile, reload, awkward

Great Sword - d10, martial, hand, serrated, pierce, heavy

Hatchet - d6, hand, close, tool

War Axe - d8, martial, hand, serrated, pierce, tool

Mace - d8, hand, awkward, pierce, heavy

Flail - d8, hand, pierce, area, heavy, awkward

Spear - d8, versatile, reach, forceful, clunky

Knives - d6, discreet, intimate, close, projectile, awkward

ARMOR & TOOLS

- [] _____
- [] _____
- [] _____

STARTING ARMOR (CHOOSE 1):

Leather Armor (2 Armor)

Warrior's Garb (4 Armor, Clunky)

STARTING TOOLS (CHOOSE 2):

Lantern - Fire, Discreet

Compass - +1 to Navigating Tasks

Whetstone - +1 Harm on Weapons

Crest - +1 to Command Tasks.

Luring Bait - Forces Monsters to perform a Wits Task. On a Miss, they will eat it.

Potion Kit - Arcane Task to remove Status, on a miss make Status Severe

Horse: large, d6 hand, mount, mobile, (14) health, (2) armor, (0) evasion