

THE SPELL SWORD

CLASSIFICATION: Hybrid (Warrior/Mage)

INSPIRATION: *Demon Slayer/Kimetsu No Yaiba*

A disciplined and dutiful warrior practices an ancient Monster-slaying art. Their skills are passed through the generations learning magical stances to hunt foul beasts

RECOMMENDED ATTRIBUTES:

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



The Spell Sword is a hybrid of a Warrior and Mage inspired by the *Demon Slayer* series. The Spell Sword specializes in utilizing multiple sword stances to alter their attacking Attribute, change Weapon tags, and gain unique passive benefits to turn the tides of battle in their favor.

The Spell Swords originate from the Forgotten Lands. They're known for their colorful garbs and distinct uniforms. The unique patterns each have a meaning behind them. Spell Swords are able to identify which family another Spell Sword belongs to with a simple glance.

The Spell Sword starts their journey as a freshly trained student, with only their *Silver Stance* to their name. Over the course of their journey, the Spell Sword will acquire and learn the multiple stances that exist in the discipline. They may also use their ability *Hone the Blade* to create a unique stance or inherit their mentor's stance. The Player decides which option they pick. The GM will approve or decide the final functionality and parameters of the stance. Some examples of unique stances are:

- **Spider Stance:** You lighten your stance and channel warding magic into your blade. After attacking a target twice in a row, webs will restrict and slow them. If used a third time while they are still restricted, inflict Prone. You may attack with either Agility or Arcane in this stance.
- **Savage Stance:** You have developed a wild sword style that prioritizes slaying the enemy above all else. Lose your Reaction and take -1 Wits while the stance is active but add +3 Harm and the Drain tag to all attacks while the stance is active. If your Weapon is broken, gain an additional +1 Harm and the Pierce tag.
- **Freehand Stance:** You have developed a fighting style that allows you to wield your blade with only one hand, opening up alternative avenues of attack. Whenever you successfully attack a target, add your unarmed attack die as additional damage.

PLAY THIS CLASS IF YOU...

- ...like learning new things everywhere you go.
- ...enjoy playing characters who learn from their mentors.
- ...would like to be a traveler from a distant land.
- ...having versatility in your options for combat.

THE SPELL SWORD

I proved myself worthy to be taught an ancient martial art. I seek to hone my abilities and use it to protect the people from the Monsters that seek destruction.

NAME: _____			EXPERIENCE <input style="width: 40px;" type="text"/>	MASTERY <input style="width: 40px;" type="text"/>
ATTRIBUTES				
STRENGTH <input style="width: 40px;" type="text"/>	AGILITY <input style="width: 40px;" type="text"/>	INFLUENCE <input style="width: 40px;" type="text"/>		
WITS <input style="width: 40px;" type="text"/>	ARCANE <input style="width: 40px;" type="text"/>	LUCK <input style="width: 40px;" type="text"/>		
HEALTH <input style="width: 40px;" type="text"/>	ARMOR <input style="width: 40px;" type="text"/>	EVASION <input style="width: 40px;" type="text"/>		
BATTLE TRACKER				
Current Health	Max Health	Luck Points <input style="width: 40px;" type="text"/>		
		Haunt Points <input style="width: 40px;" type="text"/>		
Ongoing Effects				



LIFE BEFORE...

- ☐ I lived a normal life until I lost someone important to me to a Monster.
- ☐ I was oblivious to the threats that existed in the world until I experienced them first hand. Once I had, I sought out my mentor to help beat them back.
- ☐ I was a merchant assigned to deliver strange goods to the one who would become my mentor.
- ☐ I was an aspiring Monster hunter who aimed to become stronger.
- ☐ _____

LIFE NOW...

- ☐ I have proven to my mentor I'm ready for combat and will make them proud.
- ☐ I lost my mentor to a Monster one fateful night. I seek vengeance.
- ☐ I had a falling out with my mentor and am following my own path.
- ☐ I woke one night to find my mentor was missing. I now take my talents and seek to find them.
- ☐ _____

STARTING MOVE

- ☐ **Elemental Stance Training:** Over years of vigorous and extreme training you have learned an exclusive and rare combat style that combines both Swordplay and the Arcane arts, allowing you to land devastating strikes and carry the elements with your Weapon. +1 Harm to all Attacks you deal with a blade and +1 Ongoing on Attacks towards Targets who are also wielding a bladed Weapon. Spell Swords also have special Sword Stances that alter their approach in combat; they may activate one stance per turn as a Free Action, but if they want to switch stances again it becomes a **Quick Action**. While in any of your Stances (with the exception of Silver Stance), you may use Arcane instead of Strength for Melee Attacks.

Quirk: Your mentor is renowned for the development of, refinement of, or dedication to, their particular Stance. They gave you an article of clothing to represent their tutelage; other Spell Blades will recognize your mentor's mark, for better or for worse.

SWORD STANCES

- ☒ **Silver Stance:** You focus your breathing and firmly place your feet on the ground, locking your grip on the hilt of your blade, focusing all your attention on the action of the fight. Your sword strikes will deal +1 Harm and +1 Forward on Melee Attacks; in addition add the **Pierce** Tag to each Attack.
- ☐ **Ocean Stance:** You take a more delicate but flexible position; you and your blade move like water through the riverbed. You may Move **Into Position** or **Out of Position** as a **Quick Action**, and your Attacks gain the **Water** Tag. If you are **In Position** while in this stance, gain the **Accurate** Tag.
- ☐ **Sky Stance:** You release all the tension and internal fatigue you carry and make your mind and body light as air. Add the **Wind** Tag to any attacks and gain +1 Evasion. Additionally, you gain Immunity to the **Precise/Accurate** Tag, and may leap/jump greater distances as a regular Task. Additionally you may Move **Out of Position** before Attack Backs as a **Reaction**.
- ☐ **Sun Stance:** You take a fierce and intimidating stance with your feet planted firmly on the ground. You gain +3 Harm to attacks and your Attacks gain the **Fire** Tag while in this stance.
- ☐ **Moon Stance:** You place your left foot firmly on the ground while pressing your right foot on top of it. You shut your eyes and channel the Arcane energy into your blade. Your Weapon gains the Tags **Magic** and **Far**, and your Attacks deal +1 Harm.
- ☐ **Lightning Stance:** You relax your conscious mind, relying entirely on your reflexes. While in this stance add the **Lightning** Tag to any Attacks. Additionally, you cannot be affected by or use Influence/Wits based actions; this means you cannot communicate, talk, or plan with your allies but gain Immunity to mental Status Effects. Also gain +1 **Quick Action** & +1 **Reaction** per turn.
- ☐ **Earth Stance:** You plant and twist your feet into the earth around you, holding your ground. While in this stance, add the **Earth** and **Loud** Tag to your Attacks. Additionally, gain +2 Harm Reduction and Immunity to **Stagger**, **Prone**, and **Slow**.

BASIC MOVES (Start with Tight Breathing, then pick 2)

[X] **Tight Breathing:** Your training heavily emphasized disciplined, precise control of your breathing. *Tight Breathing* automatically activates at the start of combat; your heightened concentration and immaculate form grant you +1 Ongoing, and your Attacks gain +1 Harm. Whenever you receive Harm, you lose these benefits until the beginning of your next turn, or until you spend a **Quick Action** to catch your breath.

[] **Concentrated Strike:** You have honed your sword arm with such precision that, given time to focus and prepare, you can slice remarkably large or hard objects in half. When in combat this takes an Action to prepare, and another to strike. Roll for the Attack as normal. On a roll of:

- 8 - 10, the object is split but isn't a clean cut or +1 Die to Harm.
- 11+, the object is split perfectly in half or add **Puncture** & +1 Die to Harm.
- On a miss you fail to cut the object or perform a regular Attack.

You cannot hold onto this Action if it is prepared it must be used before other Actions can be performed.

[] **Sparring Training:** The rigorous sparring training you underwent has given you the edge in a duel. While *Sparring Training* is active, the caster cannot move from their position; if they are moved for any reason the ability is disabled. When *Sparring Training* is active the Spell Sword gains +2 Harm Reduction and sets their Evasion to 0. The Spell Sword now will get an indefinite amount of Attack-Backs with +1 Forward, and will **Stagger** targets upon dealing damage.

[] **Dancing Blade:** Outside of your Sword Stances, you have learned a technique that helps you hold your own in crowds. Spend a **Quick Action** to prepare this ability. You can then spend a **Main Action** to either perform a Melee attack with the **Line** or **Area** Tag. If using **Line** then extend your Melee Attack up to **Close** range. If you choose **Area**, extend your Melee Attack up to **Reach** range. This Move will utilize any Elements or Tags from your *Stances*.

[] **Disciplined:** You have mastered the art of discipline and know how to follow instructions to a tee. You can choose to let any **Order Task** on you instantly succeed. You gain +1 Ongoing whenever you are following orders. When Ordered, gain resistance to **Mental Statuses** and **Psychic Harm**.

[] **Hillside Training:** Your Mentor made you spend countless tiresome nights out in the mountains, honing your instincts to navigate and react to the unexpected in a fight. Gain +1 forward on **Traverse** and **Finesse Tasks**. Get +2 on any Tasks that are reacting to Environmental Dangers.

[] **Humble Student:** Your years of dedicated training have given you both a hunger for knowledge and a respect for those who would teach their craft. You may now ask a member of the Common folk to train you in their given profession or in a niche skill they possess (for example cutting wood, painting, scavenging, etc). After you have spent enough time training to master their art you will get +1 Ongoing when performing that task; additionally, you get +1 Influence when speaking to your mentor, and they are more likely to assist you in the future and you can use their residences as **Base Camp**.

ADVANCED MOVES

[] **Stance Mastery:** You have become extremely proficient in one of the 7 core *Stances*, increasing your capabilities. Gain a unique ability that can only be used while in one of your *Stances*. Discuss with the GM the abilities of this stance.

[] **Stance Proficiency:** You have become exceptionally proficient in managing your stances, and are now able to proficiently perform two at the same time. Increase your maximum *Stance* limit by 1.

[] **Hone The Blade:** You have become so extremely proficient in your *Stance* training that you're ready to go to the next level. Perfect your master's unique style or create one of your own. Discuss the abilities you gain with your GM.

OTHER MOVES (Moves picked from another Playbook)

[]

[]

[]

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 Sword Stance
- ☐ +1 Sword Stance
- ☐ Gain Mastery in 2 **Innate Tasks**
- ☐ Gain Mastery in 2 **Innate Tasks**

ADVANCED IMPROVEMENTS

- ☐ Allocate 2 Attribute points (Max 4)
- ☐ Become a Mentor yourself. Gain 1 Spell Blade NPC
- ☐ +2 *Sword Stances*
- ☐ +1 Advanced Move from your Playbook
- ☐ +1 Advanced Move from another Playbook
- ☐ Add the **Unbreakable** + 1 other Tag to your Weapon
- ☐ Train in a new combat style (Change Hunter Type)
- ☐ Put your hunting days behind you and take on an apprentice (Makes NPC)
- ☐ Forsake your practice to become a Monster yourself (Makes unique NPC)

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:

- They are related to you. Discuss the relationship and ask/tell them who started hunting first.
- They took you in as a pupil, and now act as your mentor. Discuss how this came to be .
- You have taken on the role as a mentor for them. Discuss what your method of study is like.
- They were saved by you when encountering a Monster, Ask/tell them what happened.
- They are an old friend of your mentor. Discuss the relationship.
- They showed you a new way to improve your Stance training.
- They are your lover and your love was tested by a tragedy with a Monster. Ask/tell them this tragedy.
- They had once challenged you to a duel. Discuss who won and why it occurred.

EQUIPMENT

WEAPONS

- ☐ _____
- ☐ _____
- ☐ _____

STARTING WEAPON (CHOOSE 1):

Katana (Long Sword) - d8, versatile, hand, precise

Naginata (Spear) - d8, versatile, reach, forceful, clunky

Quarterstaff - d6, martial, reach, forceful

THEN (CHOOSE 1):

Blade & Chain - d6, reach, serrated, restricting, tied, awkward

Bladed Disk - d6, projectile, close, chaining, awkward

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

ARMOR & TOOLS

- ☐ _____
- ☐ _____
- ☐ _____

STARTING ARMOR (CHOOSE 1):

Roshi Robe (1 Evasion & Health)

Kwanigaru Garb (2 Armor)

Laced Wood Armor (4 Armor, Clunky)

Songurai Armor (6 Armor, Restrictive)

STARTING TOOLS (CHOOSE 1):

Lantern - discreet, fire

Whetstone - +1 Harm on Weapons

Crystal - Free Luck Point per Season

Pigeon - small, scout, airborne

Smoke Bomb: Obscures vision of anyone in its radius.