

THE EXORCIST

CLASSIFICATION: Hybrid (Warrior/Mage)

INSPIRATION: *Castlevania*

An Acolyte Warrior travels the land in the pursuit of Monsters, and a variety of magical and holy imbued Weapons.

The Exorcist is a traveling Monster Hunter inspired by the Belmonts of the *Castlevania* franchise. They play as a Warrior/Mage hybrid with both powerful physical attacks and holy Magic at their disposal. They have a mix of close and long-ranged abilities they used to hunt beasts.

After the Day of Beasts, many villages and farmlands suffered heavy losses. The militaries of Gradina were already stretched thin within the cities, and couldn't offer aid to those outside of major population centers. The churches stepped in to fill the gap. Seeing the havoc running along the countryside, many churches took it upon themselves to serve these communities. They taught their priests holy Magic, rose militia and hired Hunters for assistance.

After many years of public service, their reputation grew. Some of the more successful churches began instituting special training for their cause. In the end, local families would heed the call and dedicate their bloodlines to the profession. Monster hunting became both a religious tradition and a right of heritage. Initially, these families and churches grew in unison. However many families separated from the church to pursue their

RECOMMENDED ATTRIBUTES:

Strength	1	Agility	2	Influence	2
Wits	1	Arcane	2	Luck	1

own goals related to the craft, though none left on hostile terms.

Exorcists serve as representatives of their faith. As such, they are easily recognized by other members of the faith. Their actions are heavily scrutinized by the church they act in the name of. If the church disapproves of their behavior, they will revoke their support and retrieve any assets or resources they provided the Exorcist until the issue is resolved.

For GMs, the Exorcist is a great social character. Wherever there is a church, Exorcists can receive guidance, support, and hints towards their objective. They are respected in most communities and

will serve the Party well in navigating these areas. It's worth noting that many Exorcists have a tumultuous relationship with their families. There are secrets and politics surrounding many of these Monster-hunting bloodlines that even the Exorcist themselves may be unaware of.



PLAY THIS CLASS IF YOU...

- ...enjoy playing a character of faith.
- ...like the idea of slaying Monsters in the name of your family.
- ...like to have versatility in your options of attack.
- ...like to dive into mysteries and conspiracies, especially around churches.

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.