

THE CONDEMNED

CLASSIFICATION: Warrior

INSPIRATION: *Berserk*

A fierce warrior who had everything taken from them. They've sworn vengeance upon a single foe, using unending hatred to fuel a bottomless well of willpower and strength.

The Condemned is a heavy Warrior class inspired heavily by *Berserk*. This class specializes in strong solo fighters. They have little in the way of team synergy but wield strong durability and high damage. Their mechanics are a representation of their undying willpower to continue pushing onward. Their only drawback is that they do not fit neatly into any groups of party compositions.

After the Day of Beast, tales of terrible creatures spread throughout the lands as common civilians were met with unfathomable abominations and Monsters. The Condemned represent the down-trodden group of unlucky souls who have met these Monsters face to face and come away shattered from the encounter.

Condemned can have all kinds of looks and backgrounds. As long as the flame of hatred burns within their heart anyone can be one of the Condemned. The Condemned often dedicated their lives to the pursuit of a chosen Monster. They have gone to great lengths to gain the strength needed to butcher their way to their target.

A Player with a Condemned character should focus entirely on combat skills. Condemned have little in the way of investigation or utility skills, so it's important to leverage the class's strength above all else. The Condemned has a simple playstyle and devastating damage. What they lack in utility, they make up for through a superior combat experience with a wide array of options for attacking.

GMs should note that the Condemned's entire narrative is centered around their pursuit of vengeance. This presents multiple opportunities for placing the Parties on quests, bringing lore into the fold, and creating internal strife within the Party. The Condemned is not a team Player and may even pursue their vengeance to the detriment of the Party.

RECOMMENDED ATTRIBUTES:

Strength	3	Agility	2	Influence	-1
Wits	1	Arcane	0	Luck	3



PLAY THIS CLASS IF YOU...

- ...like wielding immense strength with very little drawbacks.
- ...enjoy fighting outnumbered or with the scales against you.
- ...pushing yourself to the brink and surviving events no other man should.
- ...like making choices regardless of your party's wishes.

THE FOLK HERO

CLASSIFICATION: Warrior

INSPIRATION: Original

A simple fighter who rose to the occasion at the right time and place to become a hero. They are not special outside of their bravery.

RECOMMENDED ATTRIBUTES:

Strength	3	Agility	2	Influence	3
Wits	0	Arcane	-1	Luck	2

The Folk Hero is a strong Warrior class that is derived from a mixture of traditional tropes from old fables and stories. They focus on protecting their teammates and acting as the face of a Party.

They specialize in conversational arts and defensive skills.

There is a saying that a hero knows glory in all but their own town. The Folk Hero defies that convention. They come in all shapes and sizes and are often beloved members of their communities. Though they come from all walks of life, they all represent the common man. They demonstrate what even the most average person can achieve with the right willpower.

Folk Heroes can have a variety of backgrounds such as a village elder, a chosen champion, a war hero, an esteemed knight, or perhaps someone who was simply at the right place at the right time. Their origins tell a lot about who they are as all have a claim to fame that connects them to their place of origin.

As a Player, the Folk hero reaps the benefits of being the most commonly accepted class on the roster. There is nothing that sets them apart from the average citizen aside from their reputation and charisma. They are likely to gain many allies over the course of their journey. They do double as a tanky unit who provides support to their other Hunters through their inspiring actions and aura, providing plenty of Forwards to allies through their actions.

Folk Heroes provide many opportunities for GMs to shape the story of the world around the characters. The Folk Hero's reputation can be the source of friends, enemies, quests, and guides alike. This class boasts one of the strongest intersections of mechanics and lore.



PLAY THIS CLASS IF YOU...

- ...enjoy playing characters who are respected and held in high regard.
- ...like making friends quickly and being the negotiator for the party.
- ...enjoy having a variety of options for supporting your allies.
- ...like playing characters with a morale code they benefit from.