

HOLDS

When you are given a number of Holds, these can be spent to enact one of the listed effects tied to the ability that gave you the holds. Holds last until the end of the Season and do not stack. If you have a move that has three holds, you use one and then gain another three holds, your hold count will cap at three, not charge to five.

PERFORMING TASKS

When you are told to perform a Task, you will always roll 2d6 while adding the Attribute it is tied to and any additional bonuses, such as Mastery, to the final result. These tasks will follow the Rolling the Dice rules listed prior. For more information on Tasks and Attributes see Attributes on page (x).

ENGAGING IN COMBAT

Hunters have many tools and tricks to assist them in an enemy encounter. However, Players should be warned against rushing in blind and attacking. Almost all Monsters will have Reactions they can use to wound a Hunter at the start of the fight. Hunters are encouraged to approach combat through a strategic lens, analyzing their targets to gain more information. Learn of the enemy's weaknesses, abilities, and strengths. Once the Party has all of the information, they can create an effective plan of attack. Hunters should always keep in mind that they can use their Reaction once per turn rotation to help out another Hunter to give them +1 to their roll. This cooperation can save an ally in a pinch and make the difference between a regular attack and the decisive blow of the fight.

When a Hunter is fighting without a Weapon in their hand they will be dealing Unarmed Damage. All Hunters default Unarmed Damage is set to 1d4 with the **Tags** hand, and fast. To learn more about how you recover from Harm, see Healing and Other Tasks on page (x).

BASIC AND CLASS-SPECIFIC IMPROVEMENTS

There are several types of Improvements in the Playbooks; some are unique to one type of Hunter while others are available to all. Here is a compiled list of every Improvement.

UNIVERSAL BASIC IMPROVEMENTS

- **Allocate 2 Attribute points (Max 3):** Gain an additional +1 into two of your Attributes or +2 into one. No attribute can go over +3 using this Improvement.
- **+1 Move from your Playbook:** Take an additional Move from your classes Playbook.
- **+1 Move from another Playbook:** Take a Basic Move from another Playbook. (For more information see "Taking Moves from Other Playbooks" on page X)
- **Gain Mastery in 2 Innate Tasks:** Gain Mastery in two Innate Tasks. Certain tasks specify that they cannot be Mastered (such as Casting or Melee Attacks).

UNIVERSAL ADVANCED IMPROVEMENTS

- **Allocate 2 Attribute points (Max 4):** Gain an additional +1 into two of your Attributes or +2 into one. These can be used to make an Attribute +4 at most.
- **+1 Advanced Move from your Playbook:** Take an Advanced Move from your class's Playbook.
- **+1 Advanced Move from another Playbook:** Take an Advanced Move from another Playbook. (For more information see "Taking Moves from Other Playbooks" on page X)
- **Gain Mastery in 2 Innate Tasks:** Gain Mastery in two Innate Tasks. Certain tasks specify that they cannot be Mastered (such as Casting or Melee Attacks).
- **Retire this Hunter to Safety:** When checked off, the Player has ended their Hunter's journey and will be removed from play. Each class has a unique flavor added to these Improvements, but they are suggestions and don't have to be the reason your specific hunter is leaving. Discuss how your Hunter's story should end with the GM at the



very least so that they can be prepared for your exit, and with your fellow players if your Hunter's story involves them.

- **Make Unique NPC:** When checked off, that Player will no longer control their Hunter, but the Hunter will continue to exist in the world. They become an NPC who players can continue to interact with.
- **Gain an Ally:** When checked off, the Hunter will gain an NPC as an ally, most commonly another Hunter.
- **Gain an Enemy:** When checked off, the Hunter will gain an enemy that will antagonize them along their journey.
- **Change this Hunter to Another Type:** Pick another class from the game and change your character to that. Reallocate your Experience as necessary, keeping the same overall amount.

CLASS SPECIFIC IMPROVEMENTS

THE ACCURSED EMBER

- **Join a Covenant:** The Accursed have been known to congregate in groups with interesting rules. It's almost impossible for an Accursed to avoid these factions forever. Taking this Improvement will align you with one *Covenant* and may make enemies of those in others. Small bonuses may apply to how the Accursed Ember engages with their *Curse*.
- **Create a unique Weapon/Tool based on a Monster:** You have looted or harvested valuable spoils from an enemy; taking this Improvement allows you to either craft them into a special Item yourself, or to take them to someone who knows how to do it for you.

THE COMMONER

- **+1 Civilian Background:** Gain the benefits of one new Civilian Background.
- **Gain Hero of the People in a Kingdom where you performed a successful Hunt:** After completing a Hunt, your efforts as a brave Commoner win over the hearts of the locals. You gain the Starting Move benefits of the Folk Hero (see Page x for details).
- **Gain another "Adaptability" ability:** You have learned much from your more-experienced party members. Create another custom *Adaptability*

Ability related to one of your Civilian Hunter Relations.

- **Gain a Mentor of any type:** Choose a Playbook in the game and let your GM know, a Season in advance, which type of Hunter you'd like to seek as a Mentor. The duration of your Mentor's stint with the party is up to the GM.

THE CONDEMNED

- **Pick a Vengeance towards a Creature type of your choice:** Gain the benefits of *Sworn Vengeance* towards a creature type of your choice.
- **Pick 1 extra Vengeance:** Gain the benefits of *Sworn Vengeance* towards another one of the listed Creature types.

THE ENCHANTING WITCH

- **Gain a new benefit or resource in your Domain:** Upgrade your Magical Domain. This could give you access to hard-to-find resources that would usually take time to acquire, provide new brewing tools to make more complicated Potions, and so on.
- **+1 Path of the Witch:** Taking this Improvement grants Mastery in a Casting type (Warding, Hexes, Illusions, or Divination), along with a unique ability that helps enhance the usage of those Casting Types.
- **Your Backpack becomes a Magical bottomless sack:** With this Improvement, any item that can fit within the mouth of a Backpack can be carried in it. The GM decides whether or not weight is a factor.

THE EXORCIST

- **Earn the respect of another faith:** Gain respect and renown from another sect or religion. You will gain *Lineage Hunter* and *Religious Icon* benefits with that faith.
- **Become Divine:** Gain the benefits of becoming Divine. You're immune to the Shadow & Light Elements and can spend a day looking far into someone's future to read their prophecy.

THE FOLK HERO

- **Create a story of your heroic feats that sweeps the lands. This can be fact or fiction:** Create a (tall?) tale of your accomplishments. This story will spread your name across the land. The Folk Hero can choose to base this tale on an actual

accomplishment or choose to make up a fake story about themselves.

THE MAGUS

- **Add an extra tag to your staff:** Choose an additional Tag to add to your staff. (see Item Tags on page X)
- **+1 Graduation in Magi School:** Select a Magi School and gain its perks.
- **Get Mastery in Staffs, Staff attacks are Quick Actions:** Add your Mastery Attribute to all Actions using your staff. In combat, you are able to use your staff in any way as a **Quick Action**.
- **Increase your Magus Rank, making the Magi Robes give +1 Arcane (max 5), Health, Armor, & Evasion:** Change your Magi Robes in the Starting Armor to “Esteemed Magi Robe: +1 Arcane (Max 5), Health, Armor & Evasion.”

THE MONSTER SLAYER

- **+1 Rank in the Order:** When this Improvement is picked, the Hunter elevates their Rank tracker by one and picks one of the benefits.
- **+2 Rank in the Order:** When this Improvement is picked, the Hunter elevates their Rank tracker by two and picks two of the benefits.

THE PLAGUE DOCTOR

- **Add a flat +2 to all Healing:** Add +2 to all sources of Healing, including Items, Moves, Spells, and so on.
- **Gain Mastery for Healing Tasks:** Add your Mastery Attribute to all Tasks that involve Healing.
- **Change Weekly Healing to a d8:** Change your Weekly Healing die from a d6 to a d8.

THE RUNE HAUNTER

- **+1 Elemental Crystal (Except Curse):** Pick another *Elemental Crystal* to add to your arsenal. These can be swapped with a **Quick Action** in combat and will alter your resistances, passive perks, and Moves.
- **Obtain the forbidden Curse:** Acquire the forbidden *Curse Crystal* to gain the benefits of the rare Curse Element. Hunters who pick this Improvement should be faced with a difficult challenge or choice when acquiring it.
- **+1 Crystal that can be Activated at a time. Gain passive benefits for each crystal:** The Player can now have two *Crystals* activated at once

as opposed to one. This means they'll gain any passive stat bonuses and Resistances an Element provides at once. The Rune Hunter can still only swap one *Crystal* at a time with the use of a **Quick Action**.

THE SPECTRAL GUARDIAN

- **Allow the use of a Spectral Move without your Specter (except Grasp & Blade):** Allows the Spectral Guardian to perform one of their Spectral Abilities without being possessed by their Specter, so long as it isn't an ability that requires their Specter to possess something else. (I.E. : Spectral Grasp and Spectral Blade). This only works with Basic Moves.
- **Strengthen your relationship with your Specter. Gain a unique ability based around your Specter:** Allows the Spectral Guardian to learn a custom ability that utilizes the bond between the Hunter and the Specter. Discuss with your GM what this Move or ability should entail, or leave it entirely up to the GM.

THE SPELL SWORD

- **+1 Sword Stance:** Master the art of one of the *Seven Sword Stances*.
- **+2 Sword Stances:** Master the art of two of the *Seven Sword Stances*.
- **Add 'Unbreakable' + 1 other Tag to your Weapon:** Add **Unbreakable** and one other Tag to your Weapon. You can find the list of Tags on Page (x)

THE WANDERER

- **Gain a connection with a powerful family or organization (criminal, royal, research, etc):** Gain the favor of an organization. They can provide you with spoils, information, equipment, etc.
- **Add the Linked and Unbreakable Tags to one of your weapons:** Add the **Unbreakable** and **Linked** Tags to your Blade. You can find the list of Tags on page (x)
- **Discover a rare artifact of an ancient beast:** Acquire an ancient Weapon, either one created from the bones of a Monster long deceased or one that defeated a Monster. This Weapon should have some unique Tags or provide a unique Attack of some sort, at the GM's discretion.

PICKING MOVES FROM OTHER PLAYBOOKS

Every Playbook in the game has anywhere from 1 to 3 Improvements that allow that Hunter to gain a Move from another Playbook and 1 to 2 Advanced Improvements that allow the Hunter to take an Advanced Move from another Playbook. These are added to incentivize Hunters to read other Playbooks and gain a better understanding of the types of Hunters they'll be encountering across the land. Its other purpose is to allow Hunters to mix and match abilities to best fit their character or play style. This can lead to some very powerful combinations such as combining *Mage Shield* from The Magus and *Mad Fighter* from the Accursed Ember. GMs are permitted to ban certain combinations if they so please but it is encouraged to let Players mix and match to their heart's content.

Hunters are also allowed to use their "*Take an Improvement from Another Playbook*" advancements as "Take an Improvement

from your Playbook" advancements if they so desire. This can also be used for the "Advanced" equivalent of these Improvements and Abilities.

It is important to note that "*Take an Ability from Another Playbook*" Improvements do not apply to additional modifiers such as Sword Stances from the Spellblade or Covenants from The Accursed Ember. The GM may allow Players to pick from those but it is recommended that GMs require Players to expend an Advanced Improvement instead of a Basic improvement for those benefits.

There are abilities in some Playbooks that are more difficult to take due to their nature. A good example of this is the Spectral Guardian, given most of their abilities are centered around their possession. If the Hunter or GM can come up with a logical way to allow a Hunter to pick one of these specific abilities they are permitted to do so. However, it's important to remember that most abilities that interact with a class's Starting Move will be either difficult or impossible to take from.

Most abilities also contain descriptive text to add some background. It should be noted that these are not explicit rules on how the ability functions.

Let's take the ability *From the Flames* from The Accursed Ember as an example. The descriptive text attached to this ability is "You harness some of the power of your curse to generate flames from your hands and throw it out into an arc in front of you". A Hunter of another type may still choose to pick this ability even if they do not have "a curse" as stated in the ability. Some abilities that might have interchangeable flavor texts are:

- From the Flames
- Peace of Mind
- Pitiful Demeanor
- Crude Negotiator
- Hillside Training
- Dancing Blade
- Elemental Merge
- Unnatural Reflexes
- Battle Inspiration

