

THE PLAYBOOKS

A Playbook is a character sheet that describes the skills and attributes of the Hunter the Player created. Each Playbook contains a total of three pages, each with a distinct purpose. Below is an example of one, and a description of what each section denotes:

- 1 - This is the name of the unique class that the Hunter shall be playing.
- 2 - This is where the name of the Player's Hunter goes
- 3 - This is the Hunter's Experience.
- 4 - This is the Hunter's Mastery, add this number to any Task that the Hunter has "Mastery" in.
- 5 - This is where the Hunter's 6 Attributes go.
- 6 - These are the Hunter's three Defenses, Health, Armor, and Evasion.
- 7 - This is the Battle Tracker, which is where a Hunter can keep track of their Health, Luck Points, Haunt Points, and any ongoing effects i.e.: burning, confusion, blinded, etc.
- 8 - This is the origins of the Player's Hunter. It includes some choices for their background before becoming a Hunter and their life as a Hunter.
- 9 - This is their Starting Move, a unique Move that can only be acquired by the current Playbook, and helps define their role and skills.
- 10 - This is the Unique Playbook section. It includes a unique feature that is both distinct and exclusive to its class. These features can vary from narrative descriptions to additional mechanics and Moves to enhance their kit. Any Moves listed here cannot be used by other classes.
- 11 - This is accompanying artwork to help illustrate what Hunters of this Playbook might look like.

1

THE ACCURSED EMBER

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NAME:

5

STRENGTH

AGILITY

INFLUENCE

WITS

ARCANE

LUCK

6

HEALTH

ARMOR

EVASION

7

Current Health

Max Health

Luck Points

Haunt Points

Ongoing Effects

11

LIFE BEFORE...

I lived in a prosperous Kingdom that was blessed by the Gods they worshiped.

I lived in a land where knowledge and sorcery were valued above all, and delved deep into their secrets.

I lived in a land that struggled for resources and knew only war, rummaging through swamps for survival.

I lived in a forgotten place, where forgotten powers and their demigrupe wielders ravaged the land.

LIFE NOW...

I have undertaken a pilgrimage to parley with my fellow Immortals: the Gods.

I travel far and wide, searching unknown corners of the world for a cure to my curse.

I exploit my newfound powers, wreaking havoc with risk to neither life nor limb.

I seek out other Accursed to offer them my guidance, drawing on many deaths' (if not many lives') worth of experience.

9

STARTING MOVE

Undying Flame:

You have been afflicted with a curse of undeath, you no longer have any penalties for entering the 'Wounded' or 'Dying State' but you will instantly Die when you enter the Unconscious state although now Death will not be the end. For 1 Luck Point your corpse will turn to Ash and fly to the nearest flame of an appreciable size, to resurrect you. If you have no more Luck points when you Die then instead of fading away, you will lose control of your Hunter and reanimate as a hostile husk that will use all of your Moves to kill anyone and anything near you, Luck Points from items cannot be used to resurrect you. Additionally you are immune to Fire and its effects, and once the Ash has found the flame it takes roughly 1 hour to resurrect.

Quirk:

You have a circle mark with a cross going through it, scorched somewhere on your body. You look normal for the most part but every Luck point that is spent will make you look more deathly, and more like a mummified corpse. Your body reverts back to normal when you gain your Luck points back.

10

COVENANTS OF THE CURSE

Although the Accursed are few, their connections are strong—many have formed groups, each with their own ends. Their motives are different but their causes are equally united. You must have Distorted Traveler to be in a Covenant, and you can only be in one Covenant at a time. When in a Covenant, you are more aware of nearby Accursed and vice versa. You are now allowed to summon Accursed Embers from any source you can resurrect at, but their motivations will vary. Do not pick at the start. These are only obtainable through the Advanced Improvement.

Covenant of Blood:

You can now see the guidance of otherworldly creatures who leave cryptic (but typically helpful) messages that tug at the fraying edges of your sanity, an eldritch ambassador of your new God appears in all Traveler sites and can fully heal anyone for the cost of 1 Luck Point.

Covenant of Coins:

At Flames you can resurrect at, you can Spend Luck Points to gain special Coins that act as one time use Luck Points. These coins can be shared with other Hunters or spent at special Accursed Vendors.

Covenant of Death:

If you kill another Accursed, regain one Luck Point. Any Accursed who knows you are part of this Covenant will try to kill you, including other members of this Covenant.

Covenant of Dragons:

For 1 Luck Point, you can learn a Move from a Monster you've observed. This Move will scale itself to your size, and you will continue to be able to use it for the remainder of the season. Additionally, the Monster you learned it from will develop an affinity for you.

Covenant of Embers:

You can now see a faint glow around Accursed that reveal what Covenant they are a part of, and any Accursed you summon from this covenant will refund your Luck Point.

Covenant of Frost:

Realign with a forsaken God that changes your Undying Flame into Undying Frost. When you die, you now become a puff of mist or frosty air, and will revive at bodies of water instead of large fires. You gain Immunity to Water effects, and any Moves with the Fire Tag use the Water Tag instead.

38 — THE DREAD OF NIGHT

The second page describes the Hunter's unique Moves and Abilities. This section outlines the capabilities of the Hunter. With the exception of their Unique Playbook section (on the first page), most Moves can be learned by other Hunters (see Picking Moves from other Playbooks).

12 - This is the Hunter's Basic Moves. Every Playbook has between 6 to 8 Basic Moves. These abilities are earned as the Hunter's Experience grows.

13 - This is the Playbook's Advanced Moves. These are more powerful Abilities that can only be accessed with Advanced Improvements.

14 - This is where a Hunter will write down any Moves they acquire from another Playbook.

The third page is used to keep track of Equipment and Improvements. Players can use this page to track their progress along with any items or tools they obtain throughout their quest. Additionally, there is a blank section a Player can use to make note of any key details they'd like to keep track of.

15 - This is the Improvements section., Every time a Hunter gains Experience check off a box in Basic Improvements, and acquire the bonuses selected. On Exp 3/6/9/10 the Hunter can *additionally* check off an Advanced Improvement.

16 - This is the Hunter's Relations. These are contextual backdrops that help create backstories of how each Hunter in a Party knows each other.

17 - This is the Hunters Inventory. It includes a Backpack that contains money, consumables, and items carried on the Hunters person. Any item in storage is safe from being stolen but cannot be easily accessed. Note that Consumables can be used straight from a Backpack but Tools cannot.

18 - This is the Equipment section, which includes 3 slots for Weapons, and 3 others for Armor and Tools. You can only wear 1 piece of Armor at a time. Acquire a selection of items from the 'Starting' section when creating your character.

19 - This is a miscellaneous Notes section where a Hunter can write down details of a Hunt, some lore, characters met, some funny doodles, or whatever they might need to remember.

BASIC MOVES (Start with Distorted Traveler, then pick 7)

[X] **Distorted Traveler:** While traveling in the wilderness you may run into abandoned Houses, Camp sites, or Places of unknown origin, and will provide Shelter and a warm Fire. These ethereal places of rest will only last 1-2 Days before disappearing, but you can spend 1 Luck Point to find one. These sites can serve as Havens. In addition, you will randomly run into messages inscribed in the past, giving random information about the area around you—sometimes helpful, sometimes intentionally misleading.

*Having this Move allows you to be summoned by other Accursed and allows entry into a Covenant.

[] **Combative Roll:** When Attacked, you may perform an Agility Task as a Reaction. On a roll of:
• 8-10, you Dodge the enemy attack and Move Out of Position.
• 11-12, you Dodge the enemy attack but remain in place.
• 13+, you Dodge the enemy attack and Move Into Position.
• On a Miss, the Enemy deals +1 Harm and you cannot attack next turn.

Having the Restrictive Tag means you can only dodge Out of Position.
Having the Clunky Tag means you cannot dodge Into Position.

[] **Specialize - Exploration:** You have focused your skills into becoming an observant adventurer. +1 Wits (max 4), can switch tools from your backpack and use Tools as a Quick Action.

[] **Flanking Strike:** When you Move Into Position on a Humanoid enemy, you get +2 Harm against that Target. If you are using a Discreet Weapon, you get +6 Harm instead.

[] **Mad Fighter:** You have adapted to your deathless state in strange ways, accepting the unchained disinhibition of deathlessness. If you are wearing absolutely no Armor at all then +2 Evasion.

[] **Dastardly Fortune:** You have a strange fate in being cursed yet relying on Luck to survive. Whenever you use a Luck Point, hold 2 to use on the following:

- +2 Forward
- Auto roll +1 on a Task
- +2 Harm on one Attack
- Recover 3 Health instantly

This does not work on Luck Points gained from Tools or Items; they must be from your Luck Attribute.

[] **Potion of Flames:** You have a special potion that fills up every time you are near a resurrectable Fire. You can carry up to your (Exp2) in these Potions, and will heal you for 1d4 + Mastery in Light Injuries. These do not work on non-Accursed.

[] **From the Flames:** You harness the power of your curse, throwing flames in an arc in front of you with a Spell Task (Hex). On a roll of:
• 8-10, Deal 1d8 Harm with the Fire, Area & Close tag.
• 11-12, add +1 Tag of your choice.
• 13+, add 2 Tags.

As a Quick Action, you may take all fire (including Burn statuses) from a small area and consolidate them into a single Tile. This will inflict 1d6 Harm and Burn to any creatures passing through.

ADVANCED MOVES

[] **Specialize - Strength:** You have focused your skills into becoming a strong martial warrior. Gain +1 Strength (max 4) along with gaining Mastery in any Weapon with the Martial Tag.

[] **Specialize - Magic:** You have focused your skills into becoming a powerful sorcerer. Gain +1 Arcane (max 4) along with allowing you to cast Incantations as Quick Actions. Additionally +1 to all Non-Elemental Casting.

[] **Specialize - Holy:** You have focused your skills into becoming a resourceful cleric. Gain +1 Influence (max 4) along with allowing you to use Influence on Arcane Tasks. Additionally +1 on all Warding & Healing Tasks.

[] **Specialize - Agility:** You have focused your skills into becoming a dextrous adaptable warrior. Gain +1 Agility (max 4) along with gaining Mastery in any Weapon with the Discreet or Snipe tag.

[] **Specialize - Fire:** You have focused your skills into becoming a destructive pyromancer. Gain +1 Arcane (max 4) along with gaining Mastery in any Spell that has the Fire Tag.

Vessel of Flame: Being attuned to flame, you learn to move between them at will. When in Danger Time you can spend a Quick Action to teleport between flames large enough to resurrect you, when you do so you will automatically be put in position and hidden. This can also be used to teleport you and the Party between Distorted Traveler locations; this process takes 10 minutes.

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)

[] Allocate 2 Attribute points (Max 3)

[] +1 Move from your Playbook

[] +1 Move from another Playbook

[] +1 Move from another Playbook

[] Gain Mastery in 2 Innate Tasks

[] Join a Covenant

ADVANCED IMPROVEMENTS

[] +2 Luck (Max 5)

[] +1 Advanced Move from your Playbook

[] +1 Advanced Move from your Playbook

[] +1 Advanced Move from another Playbook

[] Create a unique Weapon/Tool based on a Monster

[] Create a unique Weapon/Tool based on a Monster

[] Find a cure for your Curse (Change Hunter Type)

[] Forfeit your will to live and become Hollow (Makes unique NPC)

[] Sacrifice yourself to the Gods and become Flame (Removes Hunter)

INVENTORY

BACKPACK

Write down any items you are carrying on your person.

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STORAGE

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

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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 appeared in one of your dreams. Ask/tell them the significance of their role in your dream.
- They were searching the same ancient ruins as you. Discuss what you both were doing there.
- They caught you fighting another Accursed. Ask/tell them how they reacted.
- They were someone you knew before you gained your curse. Discuss the nature of your relationship.
- They were someone who knew of your curse and thought they could help, discuss how close you were.
- They were someone who used to fear/dearest those with the curse. Ask/tell them what changed their mind.
- They saw you resurrecting at a fire they made. Ask/tell them how they reacted and why they stuck around.
- They are someone looking for a cure just like you, except they do it for someone else. Ask them who.

EQUIPMENT

WEAPONS

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STARTING WEAPONS (CHOOSE 1):

Long Sword - d8, versatile, hand, precise

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

Spear - d8, versatile, reach, forceful, clunky

Bow - d8, martial, snipe, precise, projectile, awkward

Crossbow - d8, martial, far, pierce, precise, projectile, reload, clunky

Dagger - d6, discreet, intimate, tool, fast, awkward

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

Club (War Club) - d8, martial, hand, pierce, forceful, heavy

ARMOR & TOOLS

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STARTING ARMOR (CHOOSE 1):

Thief's Armor (1 Evasion)

Sorcerer's Clothes (0 Armor)

Pyromancer's Rags (1 Armor)

Cleric's Armor (2 Armor)

Wanderer's Set (3 Armor)

Warrior's Garb (4 Armor, Clunky)

Knight's Armor (6 Armor, Restrictive)

STARTING TOOLS (CHOOSE 1):

Torch - d4, Hand, Fire, Awkward

Binoculars - +1 to Navigate Tasks

Shield - d4, +2 Harm Reduction

Bombs - d10, reload, loud, area, close

Relic - Adds Holy to Rituals

Catalyst - +2 Harm to Casting

Flame Glove - Adds Fire to Spells