

THE SPECTRAL GUARDIAN

CLASSIFICATION: Rogue

INSPIRATION: Original

The Spectral Guardian is a loyal warrior who has become possessed by the spirits of ancient ancestors in return for great strength. They follow their path while tending to the wishes and whims of the Specter within them.

RECOMMENDED ATTRIBUTES:

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

The Spectral Guardian is a Rogue archetype based on an original story where a lineage of heroes are possessed by a family of Specters to serve their family and kingdom. This class operates as a Rogue-type class with multiple functions for movement and tracking. They wield a solid distribution of **Attributes** and several information-gathering options with the power of their Specter ally.

Specters only started arriving after the Day of Beasts one hundred years ago. Little is known why the dead started coming back, even the Specters themselves don't know the reason for their rebirth. In returning to life many have found a reinvigorated sense of purpose in their return. Specters often dedicate themselves to their family, a grand cause, or a heightened sense of self-preservation. Specters have little power without a corporeal form to possess. As a consequence, many resort to making deals and arrangements with living beings to help fulfill their goals.

Specters can come in all shapes and forms. The most common shape they take is that of a thin wisp with one or two prominent eyes and two arms. Each Specter's form has a distinct, all-encompassing color. This color is represented in the eyes of those they possess. Given the color's prominence in their form, it is not unusual for Specters to integrate their colors into their name. This is especially true in cases where Specters forgot their original name.

Specters can float through objects and interact with the world through very limited strength. They cannot be damaged by anything other than magic.

Spectral Guardians are a powerful class that relies on high rolls to adapt to any situation. Players can control both the Hunter and the Specter or have the GM control the Specter instead. Specters have distinct motivations and can be fickle partners when their motivations don't align with a Hunter's.

PLAY THIS CLASS IF YOU...

- ...enjoy having many bonuses to your actions.
- ...like having a constant companion that you can talk to.
- ...enjoy having more direction in terms of your character goals.
- ...having a variety of physical abilities in combination with some ethereal powers.



THE WANDERER

CLASSIFICATION: Rogue

INSPIRATION: *Shadow of the Colossus*

A lost and wandering soul guided by a mysterious voice searches for the truth.



The Wanderer is an individual who one day awoke to a guiding voice in their head. Whether they seek the promise of power, fortune, or enlightenment, the Wanderer has chosen to follow the guidance of the voice in their head. Over the course of their journey, the Wanderer will begin to inherit unique traits and abilities as rewards for following the orders of the voice. The origins, orders, and intentions of the voice are up to the GM. The GM will also decide the transformations the Wanderer will undergo. Wanderers will be seen as social outcasts, either for mumbling to the voice in their head or because of the physical changes that manifest across their journey.

A key element of the Wanderer's skillset is the Hallowed perk. The ability description for Hallowed describes The Wanderer becoming corrupted and part-Monster. However, the transformations are not limited to this. The type of force the guiding voice originates from that can impact the transformation drastically both in aesthetic and utility. A few examples are:

RECOMMENDED ATTRIBUTES:

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

- **Divine:** You are guided by an angel or omnipotent figure to obtain true enlightenment
- **Ancestral:** You are guided by one of your ancestors to uphold your family's duties.
- **Pawn:** You are a pawn in a game laid out by higher life forms. You are betted on and tested as part of this game
- **Vessel:** You are being telepathically guided by a powerful mage to complete the steps of a powerful ritual.

The same applies to the types of benefits a Wanderer can attain from getting Hallowed. Here are some examples for the above listed:

- **Divine:** You gain resistance to both Shadow/Light elements. Anyone religious will recognize your Divine status and you will gain *Lineage Hunter* benefits from the Exorcist with any faith. You can perform a unique ritual to enact acts of god.
- **Ancestral:** You acquire a Weapon passed down by your ancestors. Pick any Weapon and give it the Linked and Unbreakable tag. Gain Mastery in this Weapon. You are given a code of conduct you must follow. +1 Strength for as long as you follow the code. If the code is broken -1 Strength and Ongoing until you atone.
- **Pawn:** You are given a list of other Wanderers forced into the same game as you. You can spend a day's time getting their exact location. You may gain a Vengeance for them from the Condemned playbook.
- **Vessel:** You gain the benefits of a Magus' teachings. You can perform Arcane to see through someone's eyes as long as you know where they are. You may also communicate with the wizard for assistance, they have the motivation of "Assist the Wanderer occasionally as long as they are helping me"

PLAY THIS CLASS IF YOU...

- ...like fighting creatures larger than you.
- ...like playing a mysterious social outcast.
- ...like the option of becoming a corrupted follower.
- ...like the mystery of the unknown.