

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.

THE FOLK HERO

I was not born with any special gift, just the right person at the right time, and now my life has changed forever.

NAME: _____			EXPERIENCE <input type="text"/>	MASTERY <input type="text"/>
ATTRIBUTES				
STRENGTH <input type="text"/>	AGILITY <input type="text"/>	INFLUENCE <input type="text"/>		
WITS <input type="text"/>	ARCANE <input type="text"/>	LUCK <input type="text"/>		
HEALTH <input type="text"/>	ARMOR <input type="text"/>	EVASION <input type="text"/>		
BATTLE TRACKER				
Current Health	Max Health	Luck Points <input type="text"/>		
		Haunt Points <input type="text"/>		
Ongoing Effects				



LIFE BEFORE... <input type="checkbox"/> I lived alone. A peasant, just making due with what I had, and not well known amongst my peers. <input type="checkbox"/> I lived simply with my family, their breadwinner or caretaker. <input type="checkbox"/> I lived as a reputable citizen and role model to my community, being looked to for leadership and guidance. <input type="checkbox"/> I was an infamous part of my community—the town fool, or a local crook. <input type="checkbox"/> _____	LIFE NOW... <input type="checkbox"/> I stood up to a group of bandits that threatened our peace, taking some (or all!) of them out myself. <input type="checkbox"/> I took part in a battle that our village was thrust into, and something I did turned the tide. <input type="checkbox"/> I fought back against a Monster that harassed our village, and not only survived, but somehow <i>won</i> . <input type="checkbox"/> I trained myself in the art of fighting and Monster hunting, eager to prove myself to others. <input type="checkbox"/> _____
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STARTING MOVE <input type="checkbox"/> Hero of the People: You have gained a reputation as a Hero and a protector of the Common folk, and word of you has spread far and wide. You will be recognized by many Common folk, who will often provide you what resources or shelter they can spare (giving you an easier time establishing a Base Camp). You are also more likely to be approached by commoners asking for favors in return for various rewards. In addition, when others are distrusting of your Party Members you can perform an Influence Task to vouch for them, making them slightly more accepting. You also serve as an inspiration on the battlefield, every successful Attack allowing you to give +1 Forward to another Hunter. Quirk: Regardless of how you perceive yourself, others that have heard your tale will often find you more attractive or more approachable. Nobles will be unaffected but Guards will be nicer, even when they are following orders.

A HERO'S CODE Your reputation is likely at least partially built on a strong foundation of character. Pick up to 3 Codes at start: Whenever you act within your codes, gain +1 Forward; whenever you act against your codes, -1 Forward	
<input type="checkbox"/> Honesty: You cannot intentionally tell a lie. You must tell the truth, even when it would be to your detriment. <input type="checkbox"/> Selflessness: If there is an opportunity to protect someone who can't protect themselves, you have to try. <input type="checkbox"/> Duty: You must always be accountable for your actions. You must never pin your actions on others. <input type="checkbox"/> Modesty: Despite the feats you've accomplished and your reputation you have acquired, you never will forget your roots. You mustn't be boastful about yourself and remember at the end of the day you're human too. <input type="checkbox"/> Pacifism: You pride yourself on trying to find other solutions to a problem other than senseless violence. If you think there is a way to resolve an issue without drawing blood, then you have to try.	<input type="checkbox"/> Responsibility: You know your capabilities are a cut above the rest and they have humbled you. You must always use your abilities to help others and not for selfish gain. <input type="checkbox"/> Justice: Whenever viewing heinous acts you cannot turn a blind eye. No matter the reason you must do your best to stop unjust actions. <input type="checkbox"/> Courage: A Hero never runs away from a situation, no matter how afraid they are. When in an intimidating situation, you cannot turn tail. <input type="checkbox"/> Create your own: _____ <input type="checkbox"/> Create your own: _____

BASIC MOVES (Start with Battle Inspiration, then pick 1)

[X] **Battle Inspiration:** You have learned ways to inspire your comrades in the heat of combat. As long as you can speak, perform a **Command Task**. On a roll of:

- 8 - 10, hold 2.
- 11+, hold 3.

You may spend these holds to aid other hunters:

- +1 Forward
- Heal 2 Light Injury
- Reduce Harm taken by 1 for a single attack
- Increase Evasion by 1 for a single attack

[] **Recklessly Brave:** You have too much riding on the line, and will not back down in the face of even the greatest threats. You can now perform frontal Attacks on massive Monsters even if you are the Target with -1 to the Roll. Regardless of the outcome, give +1 Forward to all other Hunters and 1 Harm reduction to yourself for a turn. If you roll a 11+ on the attack, the Monster will stay facing you instead of changing Targets. This can work even for Attack Backs.

[] **Natural Leader:** You have a powerful influence on the common folk and can make simple demands on non-violent tasks. Perform a **Convince Task**. On a roll of:

- 8 - 10, a Commoner will help, but you must do it with them.
- 11 - 12, some Commoners will help, but you can't leave.
- 13+, many Commoners will take on the Task and complete it on their own.
- On a miss the Commoners will be too scared to help, but too guilty to run away even if they are in danger.

[] **Inspiring Aura:** You have a natural charm about you that inspires the people around you. Whenever you perform a **Task** with a 13+ you give +1 forward to all allies within line of sight and allies within a close distance gain +1 Harm Reduction.

[] **Heroic Strike:** You fight with the same panache that brought you your fame. Deal a devastating blow to one enemy: Your Target will gain +1 Evasion against the attack but you will gain +2 Harm Reduction for the turn and your Attack will gain the **Forceful Tag**. Perform an **Influence Task**. On a roll of:

- 8 - 10, the attack succeeds.
- 11 - 12, the attack succeeds and the creature is now Targeting you.
- 13+, Inflict **Hamstrung**, and all enemies Target you.
- On a miss, you will suffer an additional +2 Harm from the next instance of damage.

[] **People's Champion:** As a hero of your people, you put yourself before others. As a **Quick Action**, perform a **Strength Task** on an ally. For the remainder of the turn, you will successfully Block as many attacks for them as possible. On a roll of:

- 8 - 10, gain +1 Harm Reduction for these attacks.
- 11+, insteads gain +2 Harm Reduction.
- On a Miss, take -1 Evasion.

If you and the Target become separated, the ability will end.

[] **Grand Arrival:** When you look upon treachery or tyranny, you feel compelled to call it out for the world to see and rally against. Upon entering combat, you may deliver a dramatic speech or shoot off an inspiring or clever one-liner; if the situation involves one of your *Codes*, you *must* do so. When you do, all threats will focus their attention on you, giving all your allies +1 **Free Position Action**. You will also gain +2 Harm Reduction for the first turn and instantly gain 2 Holds worth of *Battle Inspiration*.

[] **Tale Worth Telling:** Word of your feats have swept the lands, giving you your status as a Folk Hero, and you have the ability to perform more. You may use a Luck Point to perform a legendary feat through sheer will and Strength. This could be a great feat of strength, finesse, or even creativity as long as the feat is seemingly something no normal man could do.

ADVANCED MOVES

[] **Hero's Resolve:** Once a Battle, a Move that would normally put you in the Dying State will instead leave you at 1 Health. Any negative statuses will be removed, and all allies that witness this get +1 Forward

[] **Hero to Legend:** Your reputation now far exceeds just your Kingdom. Nobles and other Kingdoms will now offer the same services as Commoners, and you will be treated even better by the Common folk.

[] **Fearsome Reputation:** You gain a reputation among the outlaws and monsters, and can now perform **Command** or **Convince Tasks** on enemies with the Intelligent or Diplomatic Tags. On a roll of:

- 8 - 10, they will not attack you, but will stick to their original goals.
- 11 - 12, they will try to compromise.
- 13+, they will attempt to avoid conflict with you at any cost.

Regardless of the roll the Enemies will not accept something that puts them in active danger or undermines them too egregiously, at the discretion of the GM.

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)
- [] Find a powerful Weapon or tool
- [] +1 Move from your Playbook
- [] +1 Move from your Playbook
- [] +1 Move from your Playbook
- [] +1 Move from another Playbook
- [] +1 Move from another Playbook
- [] Gain Mastery in 2 **Innate Tasks**
- [] Gain Mastery in 2 **Innate Tasks**

ADVANCED IMPROVEMENTS

- [] Allocate 2 Attribute points (Max 3)
- [] +1 Advanced Move from your Playbook
- [] +1 Advanced Move from your Playbook
- [] +1 Advanced Move from another Playbook
- [] Acquire a Squire! Gain a commoner NPC with the motivation (Assist the Folk Hero on their journey)
- [] Create a story of your heroic feats that sweeps the lands. This can be true or made up.
- [] Acquire a new power (Change Hunter Type)
- [] Retire this Hunter to safety (Makes NPC)
- [] Disappear into obscurity (Removes Hunter)

INVENTORY

BACKPACK

Write down any Items you are carrying on your person.

STORAGE

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

NOTES

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 happened to be tracking the same Monster you were hunting, ask/tell them what that Monster was.
- They had grown up in the same small village as you. Discuss what your relationship was.
- They are a family member you never knew about. Ask/tell them what your familial bond is.
- They were a traveler that passed through and inspired you. Ask/tell them what they did to inspire you.
- They were a hero that passed through and became your lover. Discuss how you fell in love.
- They were a wizard/scholar that came with information that changed your life. Discuss what it was.
- They were a priest/missionary who converted you to a new faith. Discuss what this faith is.
- They witnessed you become the folk hero you are today. Ask/tell them what deeds they saw (or didn't!).

EQUIPMENT

WEAPONS

- [] _____
- [] _____
- [] _____

STARTING WEAPONS (CHOOSE 2):

Shovel - d6, martial, hand, tool, clunky
Pickaxe - d8, martial, hand, tool, puncture, clunky, heavy
Hatchet - d6, hand, close, tool
Pitchfork - d8, martial, reach, tool, clunky
Bow - d8, martial, snipe, precise, projectile, awkward
Dagger - d6, discreet, intimate, tool, fast, awkward
Knives - d6, discreet, intimate, close, fast
Club - d8, martial, hand, pierce, clunky

ARMOR & TOOLS

- [] _____
- [] _____
- [] _____

STARTING ARMOR (CHOOSE 1):

Peasant Clothes (0 Armor)
Ranger Cloak (1 Evasion)
Leather Armor (2 Armor)
Adventurers Set (4 Armor, Clunky)

STARTING TOOLS (CHOOSE 1):

Torch - d4, Hand, Fire, Awkward
Shield - d4, +2 Harm Reduction
Grappling Hook - +1 to Climbing Tasks
Whetstone - +1 Harm on Weapons
Pigeon: small, scout, airborne, (4) health, (0) armor, (3) evasion
Squirrel: small, sneaky, carrier, (5) health, (0) armor, (2) evasion
Horse: large, d6 hand, mount, mobile, (14) health, (2) armor, (0) evasion