

THE COMMONER

CLASSIFICATION: Support

INSPIRATION: Original

A lust for adventure, a great destiny, mastery of a Weapon... they do not possess any of these things. All this commoner has is a few neat skills, and a willingness to help.

RECOMMENDED ATTRIBUTES:

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

The Commoner is the most mundane class in the whole system. They can be no more than civilians who are skilled at their career or no less than an impoverished talentless bum who is half decent with a pitchfork. Due to the Commoners' less than exceptional skillset, they operate more as a Utility or Support unit rather than one of the previously listed class archetypes: Warrior, Rogue, Mage, or Hybrid.

Despite the Commoner's lack of feats, they do have several abilities to take advantage of. They can increase their healing capabilities, protect their allies, and commune with other Commoners. They are seen as helpless, inconsequential, and above all else, incapable. However, there are a select few who start their journey as Commoners and end their journey as heroes.

The Commoner is the most frequent class that the Party will encounter. The Commoner is designed so GMs can turn almost any minor NPC that a Party might encounter into a full-fledged Commoner. They can do this by selecting certain abilities and one of their options from their Civilian Backgrounds. Some examples are

- **Guard:** Self Sacrifice, Respecting Authority, Adaptability (Civilian Background: Military)
- **Merchant:** Oh Gimmie A Break!, Pitiful Demeanor, Adaptability (Civilian Background: Merchant)

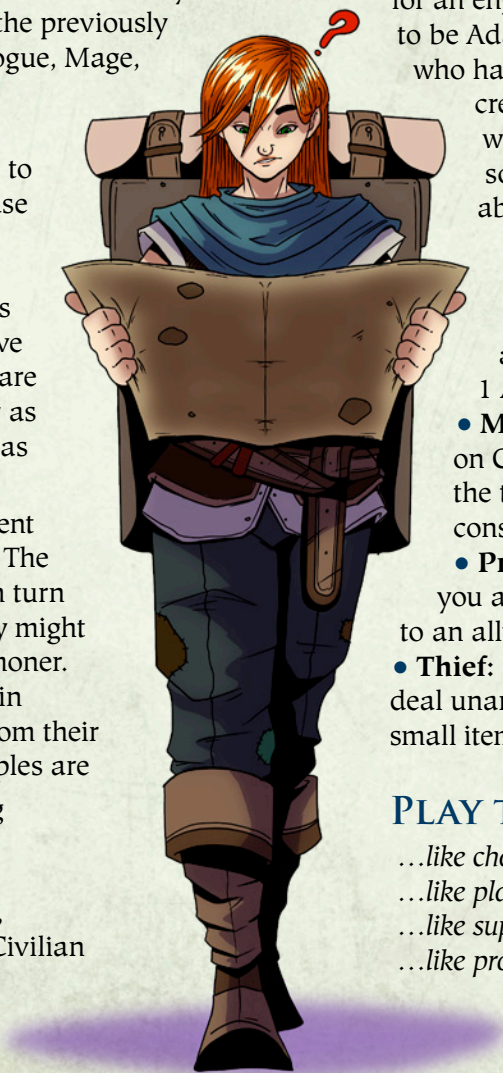
- **Priest:** Optimistic Healer, Peace of Mind, Adaptability (Civilian Background: Religious)
- **Thief:** Survival Instincts, Oh Gimmie A Break!, Adaptability (Civilian Background: Criminal)

When a GM is making a Commoner NPC for an engagement, their best tool is going to be Adaptability. This ability allows those who have it to get one custom ability created by the GM that coincides with their background. Here are some examples of Adaptability abilities using the previous NPC examples:

- **Guard:** Protector: Gain +1 Forward towards Guard actions as well as always count as having 1 Armor.
- **Merchant:** Silver Tongue: Gain +2 on Convince tasks when you offer the target something in return, like a consumable or currency.
- **Priest:** Supporting Path: Whenever you apply healing or additional benefits to an ally, you also gain the effects.
- **Thief:** Sleight of Hand: Whenever you deal unarmed or intimate damage, steal 1 small item from the target.

PLAY THIS CLASS IF YOU...

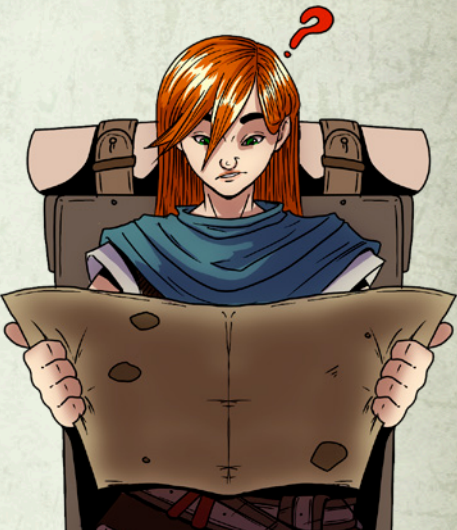
...like challenging yourself with a weaker kit.
...like playing the underdog.
...like supporting the team.
...like proving yourself to your peers.



THE COMMONER

I know I wasn't given an epic destiny to follow. I know I'm not cut out for this work. But I'm not waiting for destiny to choose me. I'm going to choose my destiny.

NAME: <input style="width: 90%;" type="text"/>			EXPERIENCE <input style="width: 30px;" type="text"/>	MASTERY <input style="width: 30px;" type="text"/>
ATTRIBUTES				
STRENGTH <input style="width: 30px;" type="text"/>	AGILITY <input style="width: 30px;" type="text"/>	INFLUENCE <input style="width: 30px;" type="text"/>		
WITS <input style="width: 30px;" type="text"/>	ARCANE <input style="width: 30px;" type="text"/>	LUCK <input style="width: 30px;" type="text"/>		
HEALTH <input style="width: 30px;" type="text"/>	ARMOR <input style="width: 30px;" type="text"/>	EVASION <input style="width: 30px;" type="text"/>		
BATTLE TRACKER				
Current Health	Max Health	Luck Points <input style="width: 30px;" type="text"/>		
		Haunt Points <input style="width: 30px;" type="text"/>		
Ongoing Effects				



LIFE BEFORE...

- ☐ You were employed at a small business, just trying to get by.
- ☐ You were a town guard or soldier, hoping someday to move up in the ranks.
- ☐ You were a common crook, making money by any means necessary.
- ☐ You were a relative of another Hunter who went on to do greater things.
- ☐ _____

LIFE NOW...

- ☐ You were inspired by another Hunter to join the cause.
- ☐ You lost everything. Having nowhere to go, you take up the trade.
- ☐ You want to prove everyone wrong who said you'd amount to nothing.
- ☐ You are seeking something out and are traveling with a group that can keep you safe.
- ☐ _____

STARTING MOVE

- ☐ **The Common Man:** You are, to your core, a normal person, and through fortune's whims you've been thrust into the line of Monster hunting. Whatever unfortunate luck has dragged you in has rewarded you as well. Gain +1 Luck; this can go over caps. You cannot perform any kind of magic, but you *have* found use for your previous line of work on your journey. Pick one *Civilian Background* from the second page at start. You also will gain +1 Influence on any regular civilian or traveler you bump into.

Quirk: There is absolutely nothing unique about you—you exist as THE common person of the world. There is a dignity in not standing out.

CIVILIAN BACKGROUND

Before you were dragged into the Monster Hunting world, you were a normal civilian. Gain +1 on Influence Tasks with other commoners who share a Civilian Background with you. Check off one of the background types below:

- | | |
|---|---|
| <ul style="list-style-type: none"> <input type="checkbox"/> Military: Acquire better armor or Weapons. Earn more respect from other Commoners. <input type="checkbox"/> Merchant: Get better prices from other merchants. Can spend a week working to make some money. <input type="checkbox"/> Religious: Gain 1 Exorcist connection. You can turn to them for guidance and occasionally relevant information. <input type="checkbox"/> Criminal: Gain 1 Criminal Commoner connection. They can give you info about illicit opportunities or clue you in about persons of interest. <input type="checkbox"/> Homeless: Suffer no penalties from camping in the wild. Recover 1 health per night spent without a bed. | <ul style="list-style-type: none"> <input type="checkbox"/> Caretaker: Get +1 on any supporting or healing rolls. Your healing actions restore +1 Health. <input type="checkbox"/> Chef: Can spend a camp action to prepare a meal that gives all Hunters +1 Max Health for a Day. <input type="checkbox"/> Artist: Can spend a Day sketching a Monster they're investigating from witness accounts. Learn 1 trait of the Monster in this way. <input type="checkbox"/> Bard: Acquire an Instrument, You get +1 Influence when playing or singing and can spend a day earning tips at Taverns. <input type="checkbox"/> Adept: You can perform Magical Tasks and Actions but with -2 Ongoing. |
|---|---|

BASIC MOVES (Start with Adaptability, then pick 2)

[X] **Adaptability:** Gain a unique Ability based on your profession or position in society.

[] **Optimistic Healer:** You want to prove your worth in any way you can; this has led you to practice the art of healing. Get +2 to any healing you perform. This can be applied to consumables, Spells, or other Abilities. This cannot be used to increase the healing given on Hold Moves.

[] **Peace of Mind:** You know what it's like to be truly afraid and are able to talk others through a panic. Perform an **Influence Task** as a **Quick Action** to calm someone down. On a roll of:

- 8 - 10, they are calmed and cleansed of all other mental **Status Effects**.
- 11 - 12, they are cleansed of mental **Status Effects** and +1 Forward.
- 13+, they are calmed, cleansed, and gain +1 Ongoing while within melee distance from you (for the rest of Danger Time).
- On a Miss, the person acts on instinct and performs an Action at their own expense.

[] **Oh, gimme a break!:** You can't help but stumble into danger. As a **Reaction**, you can perform a **Luck Task** on yourself. On a roll of:

- 8 - 10, you luck into some advantage, but your situation gets worse in another way.
- 11+, you avoid the attack entirely and gain some kind of benefit.
- 13+, you gain an incredible benefit while forcing a negative effect on the attacker (if used in combat).
- On a Miss, the consequences you would have faced are made severely worse.

[] **Respecting Authority:** You recognize that your companions have more experience in a crisis. Whenever a hunter performs an **Order** or **Convince Task** on you, you can choose to allow it to succeed as though they rolled a 12; if you do, get +1 Ongoing when doing as instructed. You cannot be knocked **Prone** or affected by any **Status Effect** that would directly prevent you from completing your goal.

[] **Pitiful Demeanor:** Your general lack of competence and capability make you look unassuming. Perform an **Influence Task**. On a roll of:

- 8 - 10, enemies won't want to bother with you and will not Target you until you perform an impressive feat.
- 11+, enemies won't Target you or even look at you granting you stealth from all enemies.
- On a Miss, any enemies in the room see you as an easy kill and focus on you.

[] **Self Sacrifice:** You have acknowledged that you don't have the same combat abilities that your peers have, so you find other ways to give to the cause. When resting at a **Base Camp**, receive +1 Natural Healing. You can choose to give up all your Natural Healing to tend to the other Hunters, giving them +1 Natural Healing instead.

[] **Survival Instincts:** Whenever you're present for a crisis or dangerous situation, hold 3. Spend them to gain the following effects:

- +2 Forward.
- +2 Harm Reduction from the next instance of damage.
- Secure an escape route.
- Find something useful.

ADVANCED MOVES

[] **Moving up:** You have elevated your status and career, and become either an aristocrat or a leader of the craft you practice. You are considered slightly higher class than other Commoners and garner more respect from Nobles and guards. You may also now exchange currencies while in Cities. If you attempt to get a currency not native to the area you must wait for the money to be imported. You additionally now gain more money when selling materials.

[] **Important Person:** Even though you may not be the most capable fighter, you have been elevated to a position where your survival is crucial and need extra steps taken to ensure it. Gain 1 Hunter NPC of any type of your choosing. Their motivation is "to protect the Commoner and do as instructed". They will also gain *Respecting Authority* for free, but only for you.

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 4)
- [] +1 Civilian Background
- [] +1 Civilian Background
- [] +1 Civilian Background
- [] +1 Move from your Playbook
- [] +1 Move from your Playbook
- [] +1 Move from your Playbook
- [] +1 Move from another Playbook
- [] 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
- [] Gain *Hero of the People* in a Kingdom where you performed a successful Hunt.
- [] Gain another *Adaptability* ability.
- [] Gain a Mentor of any type.
- [] Prove to everyone you're more than you seem (Change Hunter Type)
- [] You call it quits and become a bartender sharing stories of your days of adventure. (Makes NPC)
- [] You travel to lands never before seen (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 were a friend from your village who made something of themselves. Discuss the relationship.
- They saved your life and you were moved to join the cause. Discuss the relationship.
- They were hired to protect you.
- They did not complete your request and you now travel with them until they do. Discuss the quest.
- They are a friend of yours who also is seeking to join the cause. Discuss the relationship.
- They look down on you and doubt you have what it takes. Discuss the relationship.
- They are your more-capable lover. Discuss the relationship.
- They are a relative. Discuss the relationship

EQUIPMENT

WEAPONS

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

STARTING WEAPONS (CHOOSE 2):

Hand Saw - d6, hand, tool, serrated, awkward

Sickle - d6, hand, tool, awkward

Shovel - d6, martial, hand, tool, clunky

Pitchfork - d8, martial, reach, tool, clunky

Big Stick - d6, martial, hand, clunky, heavy

Scythe - d8, martial, hand, serrated, tool, clunky, heavy

Pickaxe - d8, martial, hand, tool, puncture, clunky, heavy

ARMOR & TOOLS

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

STARTING ARMOR (CHOOSE 1):

Peasant Clothes (0 Armor)

Padded Clothes (1 Armor)

Light Clothes (1 Evasion)

STARTING TOOLS (CHOOSE 1):

Compass - +1 to Navigate Tasks

Torch - d4, hand, fire, awkward

Boomerang - d4, tool, close, chaining

Hound: medium, d6 hand, medium, companion, predator, tracker, (8) health, (1) armor, (1) evasion

Donkey: medium, d6 hand, medium, mount, mobile, (10) health, (2) armor, (0) evasion

Pigeon: small, scout, airborne, (4) health, (0) armor, (3) evasion