THE CONDEMNED

I have lost everything to the worst kind of Monster there is. I have dedicated my body, soul, and purpose into the destruction of these vile creatures.

NAME:			EXPERIENCE	MASTERY
ATTRIBUTES				
STRENGTH AG	GILITY INFLUENCE			
WITS AR	CANE	LUCK		and the second
HEALTH AR	AMOR	EVASION		-
BATTLE TRACKER				
Current Health	rrent Health Max Health Luck Po			
Ongoing Effects				
LIFE BEFORE [] I was orphaned at a young age due to a Monster attack. [] My loved one, my livelihood, or my own body were destroyed by a Monster [] I wastched the slow decline of the countryside as people gradually fled from or died due to a Monster infestation. [] I was forced into service-in a village militia, in a king's warband, or in a kidnapping mercenary gang. [] Waster Rage: Your insatiable, unquenchable thirst for retribution fuels you-almost nothing can end your rampage. Pushing yourself beyond your natural limits, you no longer suffer penalties for entering the Dying state and gain an Immunity to the Hamstrung effect, also when in the Unconscious State, you are now treated as though you are in the unimproved Dying State. You gain +2 Harm on all Weapons with the Martial or Versatile Tag as long as you wield them with both hands, and gain an Additional +1 Harm and for every 4 Health you have missing. Quirk: You are covered in Scars. Most are visible, and though some are not, you will always carry the look of death in your eyes. Even without speaking a word, people will sense your murderous nature, although they will not necessarily believe they are your target.				
You have a burning vitriol for the You cannot be manipulated by you all Tasks, and +2 Harm: [] You were wronged by an About an ill-defined existence and under writhing, mind-warping, tentage came from. [] You were wronged by a Planare alms of Heaven or Hell. You wond theirs to lord over. [] You were wronged by an Under all-powerful liches, and anything temporarily—eluded death.	e Monsters that took your Vengeance targets omination, an eldritch croclear origin. You will seeled wretches back when the othwill show them that this ead creature: simple skeeled wretches simple skeeled creature: simple skeeled will show them that this ead creature: simple skeeled will show them that this ead creature: simple skeeled will show them that this ead creature: simple skeeled will show them that this ead creature: simple skeeled will show them that this ead creature: simple skeeled will show them that this ead creature: simple skeeled will show the skeel	reature with and these unintell the land common sworldly s world is [] You we common sprawl a [] You we letons, gave up	ere wronged by a Beast creature, igent, and easily-tricked <i>things</i> the fight. You will put these animals dowere wronged by a Human , the villar, monster of them all. Their petitorics and war ceaselessly over Gere wronged by a Non-Human , so its humanity (such as a vampire) to begin with (such as a goblin).	one of the lowly, hat haunt the forests of vn yourself. est, and tragically most ty kingdoms and factions radina. omething which either

unable to protect them from you.

[] Brutal Strength: Over your tragic journey, you've learned sometimes disarming your foe is the key to success. Whenever a target tries to Guard or Parry your attack, perform an additional Strength Task. On a Success apply the Broken tag to their weapon. Additionally, you can now one hand Martial weapons with -1 Ongoing and perform any Strength Tasks that normally would require two hands with one. [] Use your Teeth: You master the ideology that everything is a Weapon, and to use anything and everything against your opponent. If an Enemy is restraining you or attacking with an Intimate Weapon, you may perform a Strength Task as a Reaction to interrupt the Attack. On a roll of: • 8 - 10, the creature grappling you receives 1d4 True Harm. • 11 - 12, they receive 1d4 True Harm and you break the Weapon/Tool. • 13+, you deal 1d4 True Harm, break their Weapon/Tool, and Hamstrung them. If this is used on a Massive Monster or an Attack that isn't using an Item, simply add +2 Harm to the 1d4.
[] 100 to 1: You are used to fighting against stacked odds, and in fact it only makes you stronger. When you are not near any teammates and are outnumbered, get +1 Harm Reduction and +1 to all Tasks. If you are in a fight with a Vengeance Enemy (and outnumbered) you can receive this bonus while with your teammates.
[] Rampage: As you continue to fight, your will to survive only becomes stronger. When you are half health or lower, gain +2 Harm Reduction and, if you are in the Dying State gain +4 Harm Reduction instead.

IMPROVEMENTS	Hunter Relations
BASIC IMPROVEMENTS [] Allocate 2 Attribute points (Max 3) [] +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 [] Pick 1 extra Vengeance [] Pick 1 extra Vengeance [] Gain Mastery in 2 Innate Tasks [] Gain Mastery in 2 Innate Tasks ADVANCED IMPROVEMENTS [] Allocate 2 Attribute points (Max 4) [] +2 Strength (Max 5) [] +1 Advanced Move from your Playbook [] Pick 2 extra Vengeances [] Track down the cause of your Vengeance. Make the next Hunt about them. [] Find some form of redemption (Change Hunter Type) [] Retire this Hunter to safety (Makes NPC)	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 possessed some form of information related to your personal goals. Discuss what this info was. • They were intrigued by your raw and reckless talent. Discuss how you were convinced to work together. • They had fought you once before and you developed a mutual respect. Discuss how this battle went. • They are haunted by the same demon that you are. Ask/tell them what this demon has done. • They served in a battle that you also fought. Discuss your sides in battle and if you ever crossed paths. • They gave shelter and helped you when you were on the brink of death. Ask/tell them how that came to be and whether this debt is settled. • They had been saved by you, most likely by accident. Discuss with them how this came to be.
[] Be drawn into a hellscape of endless combat (Removes Hunter)	WEAPONS []
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)	STARTING WEAPONS (CHOOSE 1): Great Sword - d1o, martial, reach, precise, heavy Great Axe - d1o, martial, hand, serrated, pierce, heavy Great Hammer - d1o, martial, hand, puncture, forceful, clunky, heavy, awkward Pike - d12, martial, reach, forceful, clunky, heavy Heavy Crossbow - d1o, martial, far, precise, puncture, projectile, reload, heavy, clunky ARMOR & TOOLS [] [] [] STARTING ARMOR (CHOOSE 1): Berserker Armor (4 Armor, Clunky) Knights Armor (6 Armor, Restrictive) Leather Armor (2 Armor)
NOTES	STARTING TOOLS (CHOOSE 1): Torch - d4, Hand, Fire, Awkward Grappling Hook - +1 to Climbing Tasks Bombs - d1o, reload, loud, area, close Whetstone - +1 Harm on Weapons Shard - +1 Luck Point a Season