

THE EXORCIST

CLASSIFICATION: Hybrid (Warrior/Mage)

INSPIRATION: *Castlevania*

An Acolyte Warrior travels the land in the pursuit of Monsters, and a variety of magical and holy imbued Weapons.

The Exorcist is a traveling Monster Hunter inspired by the Belmonts of the *Castlevania* franchise. They play as a Warrior/Mage hybrid with both powerful physical attacks and holy Magic at their disposal. They have a mix of close and long-ranged abilities they used to hunt beasts.

After the Day of Beasts, many villages and farmlands suffered heavy losses. The militaries of Gradina were already stretched thin within the cities, and couldn't offer aid to those outside of major population centers. The churches stepped in to fill the gap. Seeing the havoc running along the countryside, many churches took it upon themselves to serve these communities. They taught their priests holy Magic, rose militia and hired Hunters for assistance.

After many years of public service, their reputation grew. Some of the more successful churches began instituting special training for their cause. In the end, local families would heed the call and dedicate their bloodlines to the profession. Monster hunting became both a religious tradition and a right of heritage. Initially, these families and churches grew in unison. However many families separated from the church to pursue their

RECOMMENDED ATTRIBUTES:

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

own goals related to the craft, though none left on hostile terms.

Exorcists serve as representatives of their faith. As such, they are easily recognized by other members of the faith. Their actions are heavily scrutinized by the church they act in the name of. If the church disapproves of their behavior, they will revoke their support and retrieve any assets or resources they provided the Exorcist until the issue is resolved.

For GMs, the Exorcist is a great social character. Wherever there is a church, Exorcists can receive guidance, support, and hints towards their objective. They are respected in most communities and

will serve the Party well in navigating these areas. It's worth noting that many Exorcists have a tumultuous relationship with their families. There are secrets and politics surrounding many of these Monster-hunting bloodlines that even the Exorcist themselves may be unaware of.



PLAY THIS CLASS IF YOU...

- ...enjoy playing a character of faith.
- ...like the idea of slaying Monsters in the name of your family.
- ...like to have versatility in your options of attack.
- ...like to dive into mysteries and conspiracies, especially around churches.


THE EXORCIST

I come from a family who prays to the gods to cleanse the earth of these horrid creatures. I and a few others of my family take matters into our own hands.

NAME: 	EXPERIENCE 	MASTERY
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ATTRIBUTES		
STRENGTH 	AGILITY 	INFLUENCE
WITS 	ARCANE 	LUCK
HEALTH 	ARMOR 	EVASION

BATTLE TRACKER		
Current Health 	Max Health 	Luck Points
		Haunt Points
Ongoing Effects 		



LIFE BEFORE...
<p>[] I grew up in an orphanage with only a single necklace my mother had left me.</p> <p>[] I lived with a foster family. They were always strangely secretive about my birth family.</p> <p>[] My family was made up of Monster hunters, but I stayed away from the family business, whether this was my choice or theirs.</p> <p>[] Growing up amongst prestigious Monster hunters, I was prepared from a young age to fight Monsters myself.</p> <p>[] </p>

LIFE NOW...
<p>[] A priest that knew of my destiny took me in and trained me, and now I work with them.</p> <p>[] A distant relative found me; their tutelage is helping prepare me for my destiny.</p> <p>[] A strange series of events led me to find some Heirlooms, which led me to discover much about my family tree.</p> <p>[] My loved ones were attacked by a Monster; I must now answer the call, whether ready or not.</p> <p>[] </p>

STARTING MOVE
<p>[] Lineage Hunter: You come from a long <i>Lineage</i> of Exorcists before you, and whether you knew them or not, can receive aid from your family whether they are alive or dead. There will also be Churches all over the world that know and respect your family name who will aid you. Churches that know your family will supply you resources and you give shelter that can be used as Base Camps, along with safeguarding ancient Artifacts from your family; however they will only share this with you in secret. Items can now have a unique Tag called Heirloom—any Item with this Tag is from your Family. You have Mastery in anything that has the Heirloom Tag, Additionally, any Weapon with the Reach tag can roll using their Agility stat.</p> <p><i>Quirk:</i> For the most part, you look very normal. Would not be able to distinguish you from anyone else, although whether you are aware of it or not, you carry a special birthmark that the churches of the world will recognize as a symbol of your <i>Lineage</i>.</p>

YOUR CHURCH & LINEAGE	
<p>You were born into a long line of Hunters, with the only record of this <i>Lineage</i> tied to the church who patronizes you. Churches and their practices take many different forms—what was yours like?</p>	
<p>[] Your church is very traditional in its methods and scope. You were the one to go against the grain. Monsters with the Intelligent Tag fear you; gain +1 to Attacks against these types of Monsters.</p> <p>[] Your church studies and catalogs all the information they can about Monsters, but they don't share their information with anyone outside of their faith. Gain +1 to Wits Tasks on Monster's you've read about.</p> <p>[] Your church has convinced the village that they have created a barrier keeping Monsters from getting in. Little do they know, that barrier is <i>you</i>. Gain +1 Harm Reduction against any Monster that is not strictly Humanoid.</p>	<p>[] Your church serves as a makeshift military for your village, serving their only line of defense against the unexpected. +1 Harm on any Weapon that is a Heirloom, this applies to Tools that can deal Harm as well.</p> <p>[] Your church is a network of individuals that have spread across different faiths in different places, helping you and your <i>Lineage</i> gain access to resources across the world to continue fighting the good fight. You gain +1 to Influence Tasks against any person of faith, and know more about other religions.</p> <p>[] You were sheltered your entire life, being convinced by your church the world is filled with demons and horrors beyond compare. You grew up fearing these creatures. When in combat with an Abomination or Planar, gain +1 Reaction against these creatures.</p>

BASIC MOVES (Pick 2 at start)

[] **Combo Attack:** You are well-versed in fighting while surrounded, and have an arsenal of tricks to turn the tide in your favor. After performing a Melee Attack, you can use a **Quick Action** to perform another Melee Attack with the **Area** Tag, with -2 Harm.

[] **Holy Concoction:** You have learned how to concoct a substance that burns and wards off creatures of the damned. These bottles deal 1d10 damage and have the **Holy**, **Area**, and **Fire** Tags. Every time you start a combat Encounter, perform a **Craft Task**. On a roll of:

- 8 - 10, you have one *Holy Concoction* at the ready.
- 11+, you have three at the ready.
- On a miss, you have one at the ready, but the GM prepares an unforeseen consequence.

These can be thrown with **Quick Actions** and can be thrown at **Close** range.

[] **Experienced Tracker:** You have developed the skills of a holy inquisitor and the reputation that comes with them. You get +1 Ongoing when on holy grounds, and when interacting with people of your faith or who have heard of your work. Additionally, when performing an **Investigate Task** when hunting a Monster, you can ask these questions:

- What category of Monster is it?
- What is one of its weaknesses?
- How long ago was it here and will it return?

[] **Pendant of Faith:** You keep a memento of your *Lineage* or religion. While wearing it, gain +1 Influence (max 3) & +4 Health (max 20), and you are allowed to use Influence for any **Arcane Task**. Additionally, when worn, you will be alerted when an **Undead**, **Abomination**, or **Construct** is nearby. You can give this to someone you trust and care about, conferring its benefits, but once removed in this way it can never be given to a previous owner.

[] **A Miraculous Blessing:** You have enough faith to leave your life in the hands of the divine. Perform an **Arcane Task** to pray to your god/goddess. On a roll of:

- 8 - 10, hold 1.
- 11 - 12, hold 2.
- 13+ hold 3.

Spend these holds to gain the following benefits:

- Gain 2 Harm Reduction for one turn.
- Recover 2 Health.
- Enchant a weapon with the **Holy** Tag for one turn.
- Invoke a miracle—the GM will determine the effects.

[] **Hunter's Restraints:** You have mastered the art of fending Monsters off and creating distance. Perform an **Agility Task** to throw a magic bola with the **Holy** tag to restrict a Target. On a roll of:

- 8 - 10, the target is **Restrained**.
- 11+, the target is also **Muted**.

This can be used as a **Reaction**. If used on an **Undead**, **Abomination**, or **Construct** creature, deal 1d8 True Damage.

[] **Hell's Frozen Over:** You wield your trusty Ranged Weapons with the fury of hell and cold, calculated precision. You may now use **Ranged Weapons** as a **Quick Action**. These include Weapons with the **Close**, **Far**, and **Snipe** Tags. The user can also add the **Fire** or **Water** Tag to any **Ranged** Attack or Spell for free.

[] **Holy Cleanse:** You've been taught a spell to purge ailments that plague the body. Perform an **Spell (Ward) Task** on a target up to **Far** distance to Cleanse and recover 1 Health for every ailment you cleanse. On a roll of:

- 8 - 10, cleanse one Status Effect.
- 11 - 12, cleanse two.
- 13+, cleanse three.

If *Holy Cleanse* was cast as an **Incantation**, add the **Area** Tag.

ADVANCED MOVES

[] **Heavenly Strike:** Call upon the powers of your God, to smite all enemies around you. Perform a **Luck Task**. On a roll of:

- 8 - 10, deal 1d8+Arcane Harm to all enemies in the battle and spend a Luck Point.
- 11 - 12, deal 1d8+Arcane Harm to all enemies in the battle.
- 13+, deal 1d8+Arcane Harm with **Holy** to all enemies in the battle.
- On a Miss, spend 1 Luck Point.

[] **We Will Be With You:** Whether you are aware of it or not, your family guides you at every step. When all hope is lost and death comes for you, they will intervene. Once a Season, if you Die, a deceased Family member that has offered powers or guidance will sacrifice themselves, reviving you at half Health, although now they will forever be gone.

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)
- [] Pick another benefit from a different *Lineage*
- [] +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 4)
- [] +1 Advanced Move from your Playbook
- [] +1 Advanced Move from another Playbook
- [] Gain a Partner of another Hunter Type
- [] Gain the wrath of an ancient and powerful Monster (Make future Hunt about them)
- [] Retire this Hunter to safety (Makes NPC)
- [] A powerful relic corrupts you (Makes unique NPC)
- [] Turn your back on your *Lineage* (Change Hunter Type)
- [] Become divine. You're now immune to **Shadow & Light** elements and can spend a day looking far into someone's future to read their prophecy.

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 why.
- They are a fellow member of your church. Ask/tell them about their Position.
- They are a family member. Ask them about their place in the family.
- They are hunting a different kind of Monster breed than you. You wish to aid them to learn more about it.
- They are a childhood friend who knew you before you became a Hunter.
- They are your lover, and you each vowed to aid each other on their quest. Discuss each other's quest.
- They are a skeptic of your faith. You hope to convert them to a believer.

EQUIPMENT

WEAPONS

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

STARTING WEAPON (CHOOSE 1):

Silver Whip - d6, reach, line, restricting, awkward

Silver Spear - d8, versatile, reach, forceful, clunky

Silver Rapier - d6, hand, accurate, awkward

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

THEN (CHOOSE 1):

Hatchet - d6, hand, close, tool

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

Casting Gloves - d4, hand, snipe, magic, +1 Tag

Magic Staff - d8, versatile, hand, snipe, magic, precise, pierce, projectile

Wand - d6, discreet, far, magic, accurate, pierce, projectile

*All Silver Weapons have the Silver Tag

ARMOR & TOOLS

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

STARTING ARMOR (CHOOSE 1):

Priests Robes (+1 Health)

Dark Clothes (+1 Evasion)

Fancy Clothes (+0 Armor)

Hunters Clothes (+2 Armor)

Soldiers Armor (+4 Armor, Clunky)

STARTING TOOLS (CHOOSE 1):

Cross - +1 Harm and Healing on Holy

Blessed Glove - Adds "Holy" to Spells

Boomerang - d4, Tool, Close, Chaining

Symbol - +1 to Spell Tasks

Torch - 1d4, fire

Whetstone - +1 Harm on Weapons