

THE CONDEMNED

CLASSIFICATION: Warrior

INSPIRATION: *Berserk*

A fierce warrior who had everything taken from them. They've sworn vengeance upon a single foe, using unending hatred to fuel a bottomless well of willpower and strength.

The Condemned is a heavy Warrior class inspired heavily by *Berserk*. This class specializes in strong solo fighters. They have little in the way of team synergy but wield strong durability and high damage. Their mechanics are a representation of their undying willpower to continue pushing onward. Their only drawback is that they do not fit neatly into any groups of party compositions.

After the Day of Beast, tales of terrible creatures spread throughout the lands as common civilians were met with unfathomable abominations and Monsters. The Condemned represent the down-trodden group of unlucky souls who have met these Monsters face to face and come away shattered from the encounter.

Condemned can have all kinds of looks and backgrounds. As long as the flame of hatred burns within their heart anyone can be one of the Condemned. The Condemned often dedicated their lives to the pursuit of a chosen Monster. They have gone to great lengths to gain the strength needed to butcher their way to their target.

A Player with a Condemned character should focus entirely on combat skills. Condemned have little in the way of investigation or utility skills, so it's important to leverage the class's strength above all else. The Condemned has a simple playstyle and devastating damage. What they lack in utility, they make up for through a superior combat experience with a wide array of options for attacking.

GMs should note that the Condemned's entire narrative is centered around their pursuit of vengeance. This presents multiple opportunities for placing the Parties on quests, bringing lore into the fold, and creating internal strife within the Party. The Condemned is not a team Player and may even pursue their vengeance to the detriment of the Party.

RECOMMENDED ATTRIBUTES:

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



PLAY THIS CLASS IF YOU...

- ...like wielding immense strength with very little drawbacks.
- ...enjoy fighting outnumbered or with the scales against you.
- ...pushing yourself to the brink and surviving events no other man should.
- ...like making choices regardless of your party's wishes.

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: <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 <input style="width: 100px;" type="text"/>	Max Health <input style="width: 100px;" type="text"/>	Luck Points <input style="width: 30px;" type="text"/>		
		Haunt Points <input style="width: 30px;" type="text"/>		
Ongoing Effects <input style="width: 90%;" type="text"/>				



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 watched 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.

☐ _____

LIFE NOW...

☐ I have been marked for death by a particularly strong Monster and seek to end its pursuit by force.

☐ I took up military or guard work, and when Monsters came, duty called.

☐ I live to fight, and men no longer pose a challenge.

☐ I want revenge.

☐ _____

STARTING MOVE

☐ **Berserker 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.

SWORN VENGEANCE

You have a burning vitriol for the Monsters that took your life away.

You cannot be manipulated by your *Vengeance* targets and whenever in a Battle with one of your *Vengeance* Targets get +1 Evasion, +1 to all Tasks, and +2 Harm:

<div style="border-bottom: 1px solid black; padding-bottom: 5px;"> <input type="checkbox"/> You were wronged by an Abomination, an eldritch creature with an ill-defined existence and unclear origin. You will send these writhing, mind-warping, tentacled wretches back wherever they came from. </div> <div style="border-bottom: 1px solid black; padding-bottom: 5px;"> <input type="checkbox"/> You were wronged by a Planar creature, from the otherworldly realms of Heaven or Hell. You will show them that this world is not theirs to lord over. </div> <div style="border-bottom: 1px solid black; padding-bottom: 5px;"> <input type="checkbox"/> You were wronged by an Undead creature: simple skeletons, all-powerful liches, and anything else that has somehow—temporarily—eluded death. </div> <div style="padding-bottom: 5px;"> <input type="checkbox"/> You were wronged by a Mage, either a student of magic or one of their foul Constructs. All the wizardry in the world will be unable to protect them from you. </div>	<div style="border-bottom: 1px solid black; padding-bottom: 5px;"> <input type="checkbox"/> You were wronged by a Beast creature, one of the lowly, unintelligent, and easily-tricked <i>things</i> that haunt the forests of the land. You will put these animals down yourself. </div> <div style="border-bottom: 1px solid black; padding-bottom: 5px;"> <input type="checkbox"/> You were wronged by a Human, the vilest, and tragically most common, monster of them all. Their petty kingdoms and factions sprawl across and war ceaselessly over Gradina. </div> <div style="border-bottom: 1px solid black; padding-bottom: 5px;"> <input type="checkbox"/> You were wronged by a Non-Human, something which either gave up its humanity (such as a vampire) or was never graced with it to begin with (such as a goblin). </div> <div style="padding-bottom: 5px;"> <input type="checkbox"/> Create your own: </div>
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BASIC MOVES (Pick 2 at start, then pick 1 Sworn Vengeance)

[] **Momentum Fighter:** You use big Weapons, you love big Weapons, you will kill anything and everything with the biggest Weapon you can get. You now negate the **Heavy** Tag on any Weapons and the **Clunky** tag on armor.

[] **Campfire of Dreams:** You can now receive Natural Healing anywhere, even in the wilderness, as long as your sleep is uninterrupted. You may also hide up to 2 people while camping preventing them from being seen throughout the night, you can pick yourself for this. In addition when Camping around a fire or at a **Base Camp** (including **Havens**) you may engage the Party or other Hunters with past stories or thoughts on the world, any that join the conversation cannot be surprised by Ambushes and +1 to Initiative.

[] **Weapon Gauntlet:** You live and breathe combat, and your weapons are a part of your body. You have modified your One-Handed or Ranged Weapons in such a way that you can affix them to your arm (via your armor or some other means) as a **Quick Action**. Until you stop wielding a weapon in this way, you cannot use that arm for anything else.

[] **Minion Slayer:** You cut through swaths of unworthy foes, your fervor only increasing with each swing. Whenever you kill an enemy, gain +2 Temporary Health, +2 Harm towards your next attack, and +1 Reaction this turn but can only be used to Attack Back.

[] **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.

ADVANCED MOVES

[] **On the Brink:** You live with the weight of death bearing down on your back, and are unphased by its consequences. You may now take actions in all levels of the Dying state before Death and can heal even when unstable.

[] **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.

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)
- ☐ +1 Move from your Playbook
- ☐ +1 Move from your Playbook
- ☐ +1 Move from your 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
- ☐ +1 Advanced Move from another 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)
- ☐ Be drawn into a hellscape of endless combat (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 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.

EQUIPMENT

WEAPONS

- ☐ _____
- ☐ _____
- ☐ _____

STARTING WEAPONS (CHOOSE 1):

Great Sword - d10, martial, reach, precise, heavy

Great Axe - d10, martial, hand, serrated, pierce, heavy

Great Hammer - d10, martial, hand, puncture, forceful, clunky, heavy, awkward

Pike - d12, martial, reach, forceful, clunky, heavy

Heavy Crossbow - d10, 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)

STARTING TOOLS (CHOOSE 1):

Torch - d4, Hand, Fire, Awkward

Grappling Hook - +1 to Climbing Tasks

Bombs - d10, reload, loud, area, close

Whetstone - +1 Harm on Weapons

Shard - +1 Luck Point a Season