

# THE MONSTER SLAYER

**CLASSIFICATION:** All-rounder

**INSPIRATION:** *The Witcher*

The Monster Slayer is a Hunter transformed through brutal surgery to implant the strength of beasts into them. They wield animalistic features and a greater range of senses.

## RECOMMENDED ATTRIBUTES:

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

The Monster Slayer is an All-Rounder class that is heavily inspired by Witchers from *The Witcher* series. They excel at tracking down beasts and executing them. They have a diverse number of close and long-range attacks along with a small catalog of Weapons to aid them. They can fulfill almost any role in a party with options to augment their bodies to fit their chosen specialty.

The Slayers arrived at the frozen northern islands of Gradina with the original colonists. Their immunity to disease and great lifespans allowed them to expand across the continent rapidly. Those same qualities led to rejection, and hatred by the general populace. Their inhuman qualities made them the first “Monsters” of Gradina. When the Day of Beasts arrived their status changed. The general public tenuously accepted the Monster Slayers as people in order to use their Monster hunting services.

Monster Slayers were bred to be the ultimate soldiers. They are able to adapt and survive in any environment, incorporating the traits of animals to enhance their abilities.

In the past, animalistic augmentations were strictly policed and minimal in use. As politics began to divide the Order, regulations loosened and mutations became more extreme. Now, many Monster Slayers blur the line between human and Monster.

Today, only a husk remains of the original Monster Slayer Order. The radicals, traditionalists, and dissidents alike were all either killed or exiled. Only pragmatic survivors inhabit the empty halls that once belonged to the Order. Most Monster Slayers are amicable with each other. Their shared plights and respect for one another keep them close together, wandering the world and exchanging their services for coin.

Monster Slayers are a powerful class with a diverse skill set. However, their distinct and altered appearances create unease with the common folk. Additionally, rumors have bred much distrust between them and the citizens of Gradina. While there isn't much outright hate, a Monster Slayer is never a good omen in the eyes of the people. Sects of the Order are many and varied in nature, GM and Player are encouraged to come up with their own sects to help establish character.

## PLAY THIS CLASS IF YOU...

- ...like creating unique bestial powers.
- ...like playing characters ostracized from society.
- ...want to be sworn into an ancient organization of other Mercenaries.
- ...enjoy traveling across the world hunting monsters in pursuit of reimbursement.

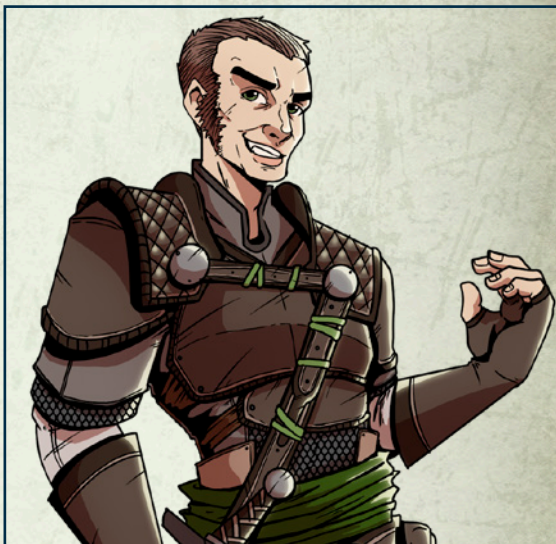




# THE MONSTER SLAYER

*I was created like a Monster to hunt Monsters.  
Stripped of my humanity, I will only fight  
for Coin. I am a Monster Slayer.*

NAME: <input style="width: 80%;" type="text"/>			EXPERIENCE <input style="width: 30px;" type="text"/>	MASTERY <input style="width: 30px;" type="text"/>
<b>ATTRIBUTES</b>				
<b>STRENGTH</b> <input style="width: 30px;" type="text"/>	<b>AGILITY</b> <input style="width: 30px;" type="text"/>	<b>INFLUENCE</b> <input style="width: 30px;" type="text"/>		
<b>WITS</b> <input style="width: 30px;" type="text"/>	<b>ARCANE</b> <input style="width: 30px;" type="text"/>	<b>LUCK</b> <input style="width: 30px;" type="text"/>		
<b>HEALTH</b> <input style="width: 30px;" type="text"/>	<b>ARMOR</b> <input style="width: 30px;" type="text"/>	<b>EVASION</b> <input style="width: 30px;" type="text"/>		
<b>BATTLE TRACKER</b>				
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: 100%;" type="text"/>				



<b>LIFE BEFORE...</b>	<b>LIFE NOW...</b>
<input type="checkbox"/> I was an Orphan, taken for transmutation <input type="checkbox"/> I was offered as payment to another Monster Hunter before I even left the womb <input type="checkbox"/> I offered myself as payment when my family couldn't afford a Hunter's services. <input type="checkbox"/> I was taken in when my family was slain by a Monster, with no options but earning my keep as a Slayer. <input type="checkbox"/> _____	<input type="checkbox"/> I follow the tenets of my crumbling Order, serving diligently with others of my kind. <input type="checkbox"/> I struck out on my own, taking the Monster Slaying profession on the road. <input type="checkbox"/> I struck out on my own, setting up shop in a monster-infested region. <input type="checkbox"/> I seek revenge on those who twisted me into what I am today. <input type="checkbox"/> _____

<b>STARTING MOVE</b>
<input type="checkbox"/> <b>Mutant Hunter:</b> You were taken at a young age and transformed through brutal magic and technology to be a superior hunter of Beasts, becoming much like one yourself. Additionally get +1 Strength, Agility, and Wits (max 3), -1 Influence and Luck (min -1). Additionally gain Resistance to Poisons and Diseases along with +1 <b>Natural Healing</b> anytime it occurs. Some form of <i>Order</i> is responsible for these <i>Mutations</i> , and you are tied with them in at least some way. You will start as a Recruit and get 1 <i>Mutation</i> , but for every increase in Rank you get an additional Mutation. As you increase in Rank, you may start requesting Equipment, Resources, Information, or even other Slayers from the <i>Order</i> , but the higher Rank you are the more they will ask Favors of you as well.  <b>Quirk:</b> Those that survive the transformation are said to have the eyes of a Viper and the fangs of a wolf. This is, in fact, a wives' tale—the animalistic features of a Slayer are based on the beast their mutations are drawn from, and grow more prominent as they rise through the ranks of their Order.

<b>BEASTIAL TRANSMUTATION</b>	
Your body and mind have been shaped by unorthodox and taboo means: magic rituals, infusions of monstrous blood, and grueling training. As one of the few survivors in your cohort of trainees, you have become visibly more beastly. Describe your transformation below.  What animals did you receive physical features from? What is the most prominent addition?	
<b>REPUTATION TRACKER</b>	
<b>RANKS</b> <input type="checkbox"/> Recruit <input type="checkbox"/> Novice <input type="checkbox"/> Journeyman <input type="checkbox"/> Expert <input type="checkbox"/> Master <input type="checkbox"/> Grand Master *You cannot choose the same Innate Task twice.	<b>MUTATIONS</b> <input type="checkbox"/> Gain 1 <i>Animal Ability</i> ( _____ ) <input type="checkbox"/> Gain 1 <i>Animal Ability</i> ( _____ ) <input type="checkbox"/> Enhance an <i>Animal Ability</i> ( _____ ) <input type="checkbox"/> Enhance an <i>Animal Ability</i> ( _____ ) <input type="checkbox"/> Gain 1 Permanent <b>Immunity</b> ( _____ ) <input type="checkbox"/> +1 Ongoing in an <b>Innate Task</b> ( _____ ) <input type="checkbox"/> +1 Ongoing in an <b>Innate Task</b> ( _____ ) <input type="checkbox"/> +1 Ongoing in an <b>Innate Task</b> ( _____ ) <input type="checkbox"/> +1 Ongoing in an <b>Innate Task</b> ( _____ )



## BASIC MOVES (Start with Enhanced Instincts, then pick 1)

[X] **Enhanced Instincts:** Being mutated into an elite hunter, you have enhanced hearing, sight, and smell, which allows you to find details or clues others can't, such as scents or tracks. You gain +1 to any **Wits Tasks** when performing **Investigate**, **Navigate**, or **Analyze Tasks**.

[ ] **Viper Dance:** You learn the way Monsters move, and master a way to lure them out to create openings. If an Enemy attacks you and misses the attack, you may perform a **Position Task**. On a roll of:

- 8 - 10, Move **Into Position** as a Reaction.
- 11 - 12, Move **Into Position** instantly for free.
- 13+, Moves **Into Position** instantly; the enemy cannot attack back next turn.
- On a Miss: The enemy's attack hits.

[ ] **Oil Crafter:** You learn to concoct strange and outlandish oils. It takes 1 day to brew, but create 1 *Oil* Consumable that will provide **Immunity** to a **Status Effect** or grant +1d4 Harm against a category of Monster. All *Oils* last for 1 Battle and only 1 can be active at a time. To create *Oils* that resist **Status Effects** requires components from a Monster that inflicts that Status; to create *Oils* for increased Harm requires components from a Monster in the same Category as the Target. It is a **Quick Action** to apply or ingest the *Oils*.

[ ] **Crude Negotiator:** Already having a reputation of being a Monster, you use this to your advantage, allowing you to perform **Influence Tasks** with your **Strength** instead.

[ ] **Unnatural Reflexes:** You, being trained to hone your senses like the Monsters you hunt, have a preternatural instinct for danger. If an Enemy attacks or an Environmental danger occurs, you may perform a **Position Task** as a Reaction.

- On a roll of 8 - 10, Move **Out of Position** and take -2 Harm from the Attack
- 11 - 12, Move **Out of Position** and take -4 Harm
- 13+, Move **Out of Position** and dodge the attack completely.

[ ] **Fatal Shot:** You learn how to exploit the weaknesses of Monsters easily, attacking in their most vital areas. When attacking a non-Humanoid with a Ranged Weapon, you may perform a **Ranged Attack** as a Reaction. On a roll of:

- 8 - 10, Prevent the Target from moving or flying, apply the **Hamstrung** Status.
- 11 - 12, Prevent moving & flying and deal +1 Harm, and inflict **Hamstrung**.
- 13+, gain all listed above and the **Serrated** Tag.

## ADVANCED MOVES

[ ] **Blade Flurry:** You can now wield a sword with amazing proficiency, gaining Mastery in a weapon of your choice, along with being able to perform a **Parry Task** on Ranged Attacks or to protect other Allies. In addition, whenever you land a successful melee attack, you can use a **Quick Action** to do a basic follow-up melee attack.

[ ] **Symbol Magic:** You learn the basics of Magic, and learn how to manipulate it quickly in combat. You can create up to 6 Spells with predesignated Effects and Tags, and name them. Select as many Tags to associate with the Spell as if rolling an 11-12, but if you roll lower than, select from within your choices. You can now use these 6 pre-made Spells as **Quick Actions**. You must spend a week's time to change 1 predesignated spell.

[ ] **Poison Brewer:** You learn the ancient craft of poisoncraft. Perform a **Craft Task** at the start of battle to see what you've prepared. On a roll of:

- 8-10, get 2 *Poisons*.
- 11-12, get 3.
- On a Miss, get 2, but one will cause an Overdose when consumed, to be chosen by the GM.

These Poisons can have 1 of the following effects:

- +1 Evasion
- +1 Harm Reduction
- +1 Attribute
- Serve as the Antidote to another *Poison*.

Having 3+ *Poisons* active at once causes an 'Overdose' which deals 1 True Harm for each Poison active past the threshold. It's a **Quick Action** to drink Poisons.

## OTHER MOVES (Moves picked from another Playbook)

[ ]

[ ]

[ ]



## 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 another Playbook
- [ ] +1 Move from another Playbook
- [ ] +1 Rank in the *Order*
- [ ] +1 Rank in the *Order*
- [ ] 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
- [ ] +2 Ranks in the *Order*
- [ ] Reverse your Transmutation (Change Hunter Type)
- [ ] Retire this Hunter to safety (Makes NPC)
- [ ] Learn of a new type of *Mutation* in a foreign land and seek it out (Remove 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:

- By chance, they were tracking the same Monster you were hunting. Ask/tell them what that Monster was.
- They were hired by the same person you were to track down the same Monster. Ask/tell them if you two got along during the mission.
- They knew you (or claim to have) before you were taken to become a Monster Hunter. Ask/tell them how they knew of you.
- They are some form of relative. Ask/tell them what kind and how they felt when you were taken.
- They were someone who hired you in the past. Ask/tell them what you were hired for.
- They were someone you hired to help with a difficult task. Ask/tell them what you needed their help with.
- They were someone that works with your *Order*. Ask/tell them if it was personal or professional.
- They are someone who has a vested interest in your kind. Ask/tell them what they are interested in.

## EQUIPMENT

### WEAPONS

- [ ] \_\_\_\_\_
- [ ] \_\_\_\_\_
- [ ] \_\_\_\_\_

### STARTING WEAPONS (CHOOSE 2):

**Long Sword** - d8, versatile, hand, precise

**Hand Crossbow** - d6, close, pierce, precise, projectile, reload, awkward

**Great Sword** - d10, martial, hand, serrated, pierce, heavy

**Hatchet** - d6, hand, close, tool

**War Axe** - d8, martial, hand, serrated, pierce, tool

**Mace** - d8, hand, awkward, pierce, heavy

**Flail** - d8, hand, pierce, area, heavy, awkward

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

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

### ARMOR & TOOLS

- [ ] \_\_\_\_\_
- [ ] \_\_\_\_\_
- [ ] \_\_\_\_\_

### STARTING ARMOR (CHOOSE 1):

**Leather Armor** (2 Armor)

**Warrior's Garb** (4 Armor, Clunky)

### STARTING TOOLS (CHOOSE 2):

**Lantern** - Fire, Discreet

**Compass** - +1 to Navigating Tasks

**Whetstone** - +1 Harm on Weapons

**Crest** - +1 to Command Tasks.

**Luring Bait** - Forces Monsters to perform a Wits Task. On a Miss, they will eat it.

**Potion Kit** - Arcane Task to remove Status, on a miss make Status Severe

**Horse**: large, d6 hand, mount, mobile, (14) health, (2) armor, (0) evasion