

THE ACCURSED EMBER

CLASSIFICATION: All-rounder

INSPIRATION: *Dark Souls*

A cursed pilgrim of flame, seeking atonement from their Gods, they wander the world until their quest is complete. They are reborn by the flame whenever death might greet them.

RECOMMENDED ATTRIBUTES:

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

The Accursed Ember is an All-Rounder Class inspired by the Dark Souls series. The class has a strong core kit that acts as the foundation for a variety of paths. The Accursed Ember is designed to act as a specialist. They excel at selecting a path and mastering.

Nobody knows the truth behind the curse. Why it appeared and from where it came remains a mystery. It appeared on the Day of Beasts. Scorch marks appeared on the afflicted, burning down to the core of their soul. The afflicted are forced to devote themselves to an eternal higher purpose even beyond the point of madness. There are many mutterings as to how it came to be. Some say it is a mandate from the Gods, others call it nature's retribution for man's hubris, and many even whisper that it is a tool used by beasts of other realms to further their goals. Regardless of its origins, the victims burn in the fires of rebirth all the same.

Accursed Embers lead solitary lives, disguising their true nature from others. However, recent times have seen covenants and communities of Accursed Embers form. The Accursed have found ways to spiritually attune to one another, and grow more connected as time goes on.

None of the Accursed know why they bear this affliction. Their devoted purpose often falls secondary to the desperate struggle to fend off the loss of their humanity.

This issue is exacerbated by conniving Accursed who attempt to feed off the curse of others for power.

Accursed Embers are an interesting class that is both mechanically powerful and narratively engaging. GMs are encouraged to utilize Accursed Embers as NPCs. Their single-minded drive to complete a goal, either in alignment or opposition with the Party, provides many opportunities for narrative flair, particularly if there's an Accursed Player character.

PLAY THIS CLASS IF YOU...

- ...enjoy interacting with a litany of characters you can't trust.
- ...like having lots of Luck Points and second chances.
- ...like being reckless in combat with little consequences.
- ...enjoy forging your character's own purpose and destiny.



THE ACCURSED EMBER

I was cursed to live undying, losing a bit of my soul and my sanity to every brush with death. When I lose all hope I will truly be nothing more than a husk.

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: 100%;" type="text"/>				



LIFE BEFORE...
<input type="checkbox"/> I lived in a prosperous Kingdom that was blessed by the Gods they worshiped. <input type="checkbox"/> I lived in a land where knowledge and sorcery were valued above all, and delved deep into their secrets. <input type="checkbox"/> I lived in a land that struggled for resources and knew only war, rummaging through swamps for survival. <input type="checkbox"/> I lived in a forgotten place, where forgotten powers and their demiurge wielders ravaged the land. <input type="checkbox"/> _____

LIFE NOW...
<input type="checkbox"/> I have undertaken a pilgrimage to parley with my fellow immortals: the Gods. <input type="checkbox"/> I travel far and wide, searching unknown corners of the world for a cure to my curse. <input type="checkbox"/> I exploit my newfound powers, wreaking havoc with risk to neither life nor limb. <input type="checkbox"/> I seek out other Accursed to offer them my guidance, drawing on many deaths' (if not many lives') worth of experience. <input type="checkbox"/> _____

STARTING MOVE
<input type="checkbox"/> Undying Flame: You have been afflicted with a curse of undeath, you no longer have any penalties for entering the 'Wounded' or 'Dying State' but you will instantly Die when you enter the Unconscious state although now Death will not be the end. For 1 Luck Point your corpse will turn to Ash and fly to the nearest flame of an appreciable size, to resurrect you. If you have no more Luck points when you Die then instead of fading away, you will lose control of your Hunter and reanimate as a hostile husk that will use all of your Moves to kill anyone and anything near you, Luck Points from items cannot be used to resurrect you. Additionally you are immune to Fire and its effects, and once the Ash has found the flame it takes roughly 1 hour to resurrect. Quirk: You have a circle mark with a cross going through it, scorched somewhere on your body. You look normal for the most part but every Luck point that is spent will make you look more deathly, and more like a mummified corpse. Your body reverts back to normal when you gain your Luck points back.

COVENANTS OF THE CURSE	
Although the Accursed are few, their connections are strong—many have formed groups, each with their own ends. Their motives are different but their causes are equally united. You must have <i>Distorted Traveler</i> to be in a <i>Covenant</i> , and you can only be in one <i>Covenant</i> at a time. When in a <i>Covenant</i> , you are more aware of nearby Accursed and vice versa. You are now allowed to summon Accursed Embers from any source you can resurrect at, but their motivations will vary. Do not pick at the start. These are only obtainable through the Advanced Improvement.	
<input type="checkbox"/> Covenant of Blood: You can now see the guidance of otherworldly creatures who leave cryptic (but typically helpful) messages that tug at the fraying edges of your sanity. an eldritch ambassador of your new God appears in all <i>Traveler</i> sites and can fully heal anyone for the cost of 1 Luck Point.	<input type="checkbox"/> Covenant of Dragons: For 1 Luck Point, you can learn a Move from a Monster you've observed. This Move will scale itself to your size, and you will continue to be able to use it for the remainder of the season. Additionally, the Monster you learned it from will develop an affinity for you.
<input type="checkbox"/> Covenant of Coin: At Flames you can resurrect at, you can Spend Luck Points to gain special Coins that act as one time use Luck Points. These coins can be shared with other Hunters or spent at special Accursed Vendors.	<input type="checkbox"/> Covenant of Embers: You can now see a faint glow around Accursed that reveal what <i>Covenant</i> they are a part of, and any Accursed you summon from this covenant will refund your Luck Point.
<input type="checkbox"/> Covenant of Death: If you kill another Accursed, regain one Luck Point. Any Accursed who knows you are part of this <i>Covenant</i> will try to kill you, including other members of this <i>Covenant</i> .	<input type="checkbox"/> Covenant of Frost: Realign with a forsaken God that changes your <i>Undying Flame</i> into <i>Undying Frost</i> . When you die, you now become a puff of mist or frosty air, and will revive at bodies of water instead of large fires. You gain Immunity to Water effects, and any Moves with the Fire Tag use the Water Tag instead.

BASIC MOVES (Start with Distorted Traveler, then pick 1)

[X] **Distorted Traveler:** While traveling in the wilderness you may run into abandoned Houses, Camp sites, or Places of unknown origin, and will provide Shelter and a warm Fire. These ethereal places of rest will only last 1 - 2 Days before disappearing, but you can spend 1 Luck Point to find one. These sites can serve as **Havens**. In addition, you will randomly run into messages inscribed in the past, giving random information about the area around you—sometimes helpful, sometimes intentionally misleading.
*Having this Move allows you to be summoned by other Accursed and allows entry into a **Covenant**.

[] **Combative Roll:** When Attacked, you may perform an **Agility Task** as a **Reaction**. On a roll of:

- 8 - 10, you Dodge the enemy attack and Move **Out of Position**.
- 11 - 12, you Dodge the enemy attack but remain in place.
- 13+, you Dodge the enemy attack and Move **Into Position**.
- On a Miss, the Enemy deals +1 Harm and you cannot attack next turn

Having the **Restrictive Tag** means you can only dodge **Out of Position**.

Having the **Clunky Tag** means you cannot dodge **Into Position**.

[] **Specialize - Exploration:** You have focused your skills into becoming an observant adventurer. +1 Wits (max 4), can switch tools from your backpack and use Tools as a **Quick Action**.

[] **Flanking Strike:** When you Move **Into Position** on a Humanoid enemy, you get +2 Harm against that Target. If you are using a **Discreet Weapon**, you get +6 Harm instead.

[] **Mad Fighter:** You have adapted to your deathless state in strange ways, accepting the unchained disinhibition of deathlessness. If you are wearing absolutely no Armor at all then +2 Evasion.

[] **Dastardly Fortune:** You have a strange fate in being cursed yet relying on Luck to survive. Whenever you use a Luck Point, hold 2 to use on the following:

- +2 Forward
- Auto roll 11+ on a Task
- +2 Harm on one Attack
- Recover 3 Health instantly

This does not work on Luck Points gained from Tools or Items; they must be from your Luck Attribute.

[] **Potion of Flames:** You have a special potion that fills up every time you are near a resurrectable Fire. You can carry up to your (Exp/2) in these Potions, and will heal you for 1d4 + Mastery in Light Injuries. These do not work on non-Accursed.

[] **From the Flames:** You harness the power of your curse, throwing flames in an arc in front of you with a **Spell Task (Hex)**. On a roll of:

- 8 - 10, Deal 1d8 Harm with the **Fire, Area & Close** tag.
- 11 - 12, add +1 Tag of your choice.
- 13+, add 2 Tags.

As a **Quick Action**, you may take all fire (including Burn statuses) from a small area and consolidate them into a single Tile. This will inflict 1d6 Harm and Burn to any creatures passing through.

ADVANCED MOVES

[] **Specialize - Strength:** You have focused your skills into becoming a strong martial warrior. Gain +1 Strength (max 4) along with gaining Mastery in any Weapon with the **Martial Tag**.

[] **Specialize - Magic:** You have focused your skills into becoming a powerful sorcerer. Gain +1 Arcane (max 4) along with allowing you to cast Incantations as **Quick Actions**. Additionally +1 to all Non-Elemental Casting.

[] **Specialize - Holy:** You have focused your skills into becoming a resourceful cleric. Gain +1 Influence (max 4) along with allowing you to use Influence on Arcane Tasks. Additionally +1 on all **Warding & Healing Tasks**.

[] **Specialize - Agility:** You have focused your skills into becoming a dextrous adaptable warrior. Gain +1 Agility (max 4) along with gaining Mastery in any Weapon with the **Discreet** or **Snipe** tag.

[] **Specialize - Fire:** You have focused your skills into becoming a destructive pyromancer. Gain +1 Arcane (max 4) along with gaining Mastery in any Spell that has the **Fire Tag**.

[] **Vessel of Flame:** Being attuned to flame, you learn to move between them at will. When in Danger Time you can spend a **Quick Action** to teleport between flames large enough to resurrect you, when you do so you will automatically be put in position and hidden. This can also be used to teleport you and the Party between Distorted Traveler locations; this process takes 10 minutes.

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)
- [] 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
- [] Gain Mastery in 2 **Innate Tasks**
- [] Gain Mastery in 2 **Innate Tasks**
- [] Join a Covenant

ADVANCED IMPROVEMENTS

- [] +2 Luck (Max 5)
- [] +1 Advanced Move from your Playbook
- [] +1 Advanced Move from your Playbook
- [] +1 Advanced Move from another Playbook
- [] Create a unique Weapon/Tool based on a Monster
- [] Create a unique Weapon/Tool based on a Monster
- [] Find a cure for your Curse (Change Hunter Type)
- [] Forfeit your will to live and become Hollow (Makes unique NPC)
- [] Sacrifice yourself to the Gods and become flame (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 appeared in one of your dreams. Ask/tell them the significance of their role in your dream.
- They were searching the same ancient ruins as you. Discuss what you both were doing there.
- They caught you fighting another Accursed. Ask/tell them how they reacted.
- They were someone you knew before you gained your curse. Discuss the nature of your relationship.
- They were someone who knew of your curse and thought they could help, discuss how close you were.
- They were someone who used to fear/detest those with the curse. Ask/tell them what changed their mind.
- They saw you resurrecting at a fire they made. Ask/tell them how they reacted and why they stuck around.
- They are someone looking for a cure just like you, except they do it for someone else. Ask them who.

EQUIPMENT

WEAPONS

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

STARTING WEAPONS (CHOOSE 1):

Long Sword - d8, versatile, hand, precise

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

Spear - d8, versatile, reach, forceful, clunky

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

Crossbow - d8, martial, far, pierce, precise, projectile, reload, clunky

Dagger - d6, discreet, intimate, tool, fast, awkward

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

Club (War Club) - d8, martial, hand, pierce, forceful, heavy

ARMOR & TOOLS

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

STARTING ARMOR (CHOOSE 1):

Thief's Armor (1 Evasion)

Sorcerer's Clothes (0 Armor)

Pyromancer's Rags (1 Armor)

Cleric's Armor (2 Armor)

Wanderer's Set (3 Armor)

Warrior's Garb (4 Armor, Clunky)

Knight's Armor (6 Armor, Restrictive)

STARTING TOOLS (CHOOSE 1):

Torch - d4, Hand, Fire, Awkward

Binoculars - +1 to Navigate Tasks

Shield - d4, +2 Harm Reduction

Bombs - d10, reload, loud, area, close

Relic - Adds 'Holy' to Rituals

Catalyst - +2 Harm to Casting

Flame Glove - Adds 'Fire' to Spells