

THE PLAGUE DOCTOR

CLASSIFICATION: Hybrid (Rogue/Mage)

INSPIRATION: Original (with hints of *Darkest Dungeon*)

A masked healer of plagues that drifts like a phantom from place to place. They walk on the border of life and death, working tirelessly to rid the world of disease.

RECOMMENDED ATTRIBUTES:

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

The Plague Doctor is inspired by the physicians of the Bubonic Plague while taking some visual inspiration from the *Darkest Dungeon* aesthetic. They are a Rogue-type class that focuses on stealth, nighttime activities, and switching between support or Harm skills.

The Plague Doctors existed prior to the Day of Beasts. However, their craft expanded and gained a resurgence of followers in light of many of the new arcane diseases that spread through the land. The Plague Doctors utilize traditional science without any reference to mystical arts in order to treat patients. Plague Doctors are loyal to their craft above all else, any other alliances are always secondary in nature. Some even say there is a secret society of Plague Doctors dedicated to sharing knowledge and advancing the field as a whole.

Plague Doctors are of mixed repute. Though they are healers, they are also unafraid of breaching ethics to further the science. For every Plague Doctor healing a broken limb, there is another digging up graves and mutilating corpses on the battlefield for research. Ever since the Day of Beast, the Plague Doctors have been regarded as a mysterious force. Despite each having their own motivations, they appear as an unconscious singularity of aid. There are many mutterings around the true nature of these beings. No one has ever truly seen under the mask of a Plague Doctor. Nobody can be certain just what sort of being is beneath the outfit.

It is not known for certain whether or not Plague Doctors are truly human. Rumors have told of horrifying truths resting beneath the masks of these doctors. Some Plague Doctors are simply humans who prefer to keep to themselves while others are full-blown spirits of medicine manifesting in physical form. One can never be certain what a Plague Doctor's origin truly is, except for the Plague Doctor themselves. Regardless of the Player's choice, many people in the world will treat them with reverence as well as a tinge of fear and skepticism.

For GMs Plague Doctors add an element of mystery Party dynamic. In addition Plague Doctors make great antagonists, with powerful Moves that can make easy escapes or entrances into dangerous situations. They're capable of creating substantial threats with little danger to themselves. They're also a great tool for dissecting some of the darker aspects of the world, as Plague Doctors are regularly face to face with the horrors that are inflicted on the common folk. After all, the only thing more brutal than the battle is the wounds left behind.



PLAY THIS CLASS IF YOU...

- ...wish to take a more scientific view on Monsters and magic.
- ...enjoy being a healer and a support.
- ...letting your imagination run wild and brew unique potions and medicines.
- ...like being a mysterious entity within the Party.

THE RUNE HAUNTER

CLASSIFICATION: Hybrid (Rogue/Mage)

INSPIRATION: *Wizard of Legend*

A social outcast who has been ostracized from society for the powers they bear. They choose to hide their face, whether it's out of shame, or to obscure their identities from the public.

RECOMMENDED ATTRIBUTES:

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

These cursed individuals acquired gauntlets that wield the power of the elements. The cursed gauntlets are both a blessing and a curse. The gauntlets have the ability to increase the wearer's health, physical strength, and magical capabilities. However, those who wear them are seen as outlaws, bad omens, or cursed beings. The gauntlets are bound to the user for life, as are their associated benefits and reputations.

Very little is known about the origin of the cursed objects of desire. While those who wear the gauntlets are often criminalized by the law, the law isn't going to be the only thing they should be worried about. Some civilizations see the glove bearers as monster themselves, or individuals who sold their soul to the devil for great power. While not all Rune Hunters are intrinsically heinous or selfish, it appears there's been a reputation spread about them that could be hard to overcome.

Despite the reputation, many desire the power and potential of the gloves. These individuals are willing to take them from Rune Hunters by any means necessary. From suspicious guards to overzealous researchers, there are many who target the Rune Hunters and few to none who favor them. Rune Hunters are advised to keep their identity secret.

Each knuckle of a gauntlet contains a slot to place elemental crystals. The gauntlets can only utilize one elemental crystal at a time. The equipped crystal will give the wearer resistance to its element. Additionally, you can add whatever equipped element's tag to any spell you cast for free. Rune Hunters will also gain a minor passive buff depending on which crystal is active at a given time found under their Cursed Gloves weapon description.

This can vary between GMs but generally speaking, Rune Hunters cannot control natural elements out in the world, they can only create elements with their gauntlet. They have limited ability to manipulate what shape the element takes once created, but their abilities only extend to elements the gauntlets have created.

PLAY THIS CLASS IF YOU...

- ...like utilizing the natural elements for means never intended.
- ...like playing a character on the run from an ever-growing catalog of enemies.
- ...enjoy the mobility of rogues but the versatility of mages.
- ...like finding unique ways to use magic in stressful situations.

