

THE WANDERER

CLASSIFICATION: Rogue

INSPIRATION: *Shadow of the Colossus*

A lost and wandering soul guided by a mysterious voice searches for the truth.



The Wanderer is an individual who one day awoke to a guiding voice in their head. Whether they seek the promise of power, fortune, or enlightenment, the Wanderer has chosen to follow the guidance of the voice in their head. Over the course of their journey, the Wanderer will begin to inherit unique traits and abilities as rewards for following the orders of the voice. The origins, orders, and intentions of the voice are up to the GM. The GM will also decide the transformations the Wanderer will undergo. Wanderers will be seen as social outcasts, either for mumbling to the voice in their head or because of the physical changes that manifest across their journey.

A key element of the Wanderer's skillset is the Hallowed perk. The ability description for Hallowed describes The Wanderer becoming corrupted and part-Monster. However, the transformations are not limited to this. The type of force the guiding voice originates from that can impact the transformation drastically both in aesthetic and utility. A few examples are:

RECOMMENDED ATTRIBUTES:

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

- **Divine:** You are guided by an angel or omnipotent figure to obtain true enlightenment
- **Ancestral:** You are guided by one of your ancestors to uphold your family's duties.
- **Pawn:** You are a pawn in a game laid out by higher life forms. You are betted on and tested as part of this game
- **Vessel:** You are being telepathically guided by a powerful mage to complete the steps of a powerful ritual.

The same applies to the types of benefits a Wanderer can attain from getting Hallowed. Here are some examples for the above listed:

- **Divine:** You gain resistance to both Shadow/Light elements. Anyone religious will recognize your Divine status and you will gain *Lineage Hunter* benefits from the Exorcist with any faith. You can perform a unique ritual to enact acts of god.
- **Ancestral:** You acquire a Weapon passed down by your ancestors. Pick any Weapon and give it the Linked and Unbreakable tag. Gain Mastery in this Weapon. You are given a code of conduct you must follow. +1 Strength for as long as you follow the code. If the code is broken -1 Strength and Ongoing until you atone.
- **Pawn:** You are given a list of other Wanderers forced into the same game as you. You can spend a day's time getting their exact location. You may gain a Vengeance for them from the Condemned playbook.
- **Vessel:** You gain the benefits of a Magus' teachings. You can perform Arcane to see through someone's eyes as long as you know where they are. You may also communicate with the wizard for assistance, they have the motivation of "Assist the Wanderer occasionally as long as they are helping me"

PLAY THIS CLASS IF YOU...

- ...like fighting creatures larger than you.
- ...like playing a mysterious social outcast.
- ...like the option of becoming a corrupted follower.
- ...like the mystery of the unknown.

THE WANDERER

*I one day woke up to a mysterious voice in my head.
It told me that it would guide me to my desires
if I did what it told me. I've chosen to listen.*

NAME: _____			EXPERIENCE <input type="text"/>	MASTERY <input type="text"/>
ATTRIBUTES				
STRENGTH <input type="text"/>	AGILITY <input type="text"/>	INFLUENCE <input type="text"/>		
WITS <input type="text"/>	ARCANE <input type="text"/>	LUCK <input type="text"/>		
HEALTH <input type="text"/>	ARMOR <input type="text"/>	EVASION <input type="text"/>		
BATTLE TRACKER				
Current Health	Max Health	Luck Points <input type="text"/>		
		Haunt Points <input type="text"/>		
Ongoing Effects				



LIFE BEFORE...
<input type="checkbox"/> I came from a small village, with little other to my name than the voice that guides me. <input type="checkbox"/> I came from a big city, where I lived in squalor until destiny found me. <input type="checkbox"/> I came from a distant land, traveling far and wide seeking the truth. <input type="checkbox"/> I left anyone that had meaning in my life to follow the path I have been given. <input type="checkbox"/> _____

LIFE NOW...
<input type="checkbox"/> I have been guided to seek out and destroy the Monsters my voice chooses for me. <input type="checkbox"/> I have been guided to a new land with no immediate destination in sight. <input type="checkbox"/> I have been guided to research and retrieve an object of my voices' desires. <input type="checkbox"/> I have been guided loosely, only occasionally being spoken to. <input type="checkbox"/> _____

STARTING MOVE
<input type="checkbox"/> Ominous Destiny: You awoke one day to a mysterious voice in your head. It promises you to guide you down a path that will lead you to whatever it is you desire. You cannot always talk directly back to the voice unless you perform the proper Ritual. Whenever you listen to what your voice tells you to do, get +1 Forward. At the end of every Season, if you were directly involved in defeating one or more Monsters you will check off one of your <i>Enlightenment</i> boxes. The more boxes you check off, the closer you are to becoming "Truly Enlightened". The transformation can either be discussed with the GM or decided secretly by the GM before the first session.
<div style="text-align: center;"> IGNORANT <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ENLIGHTENED </div>
<i>Quirk: With each Enlightenment box checked your physical form will alter ever so slightly each time. People will take notice and treat you accordingly.</i>

THE VOICE IN YOUR HEAD
<p>When you max out all of your <i>Enlightenment</i> boxes you are given a choice of one of three paths to walk. On the first hunt after you become <i>Truly Enlightened</i>, you gain one charge of <i>Levelheaded</i>. <i>Levelheaded</i> is a one time use ability that deals 15 True Harm and automatically hits. If you kill the Monster with this attack you will check off "Hero'd". If you do not kill the Monster with this attack you will check off "Hollowed". Until you use <i>Levelheaded</i>, you will remain a regular Wanderer.</p>
<div style="display: flex;"> <div style="flex: 1;"> <input type="checkbox"/> Hero'd: Once the finishing blow has been dealt to the creature, your Party pulls your unconscious body from the aftermath. To their surprise, they find you as a small child with a physical abnormality. Stories of your heroics are spread. Change your class to the Folk Hero and keep <i>Mount-and-Climber</i> as a free ability. The Weapon you deal the finishing blow with gains the Unbreakable and Linked Tags and deals +2 additional Harm. </div> <div style="flex: 1;"> <input type="checkbox"/> Hollowed: The voice in your head continues to become increasingly violent and loud. The ramblings eventually become so malicious and grating that you find your mind has gone numb; you and your voice's twisted goals become synonymous and your form becomes akin to the Monsters you have been hunting. Discuss the effects of your transformation with the GM. These can be Monster exclusive racial Abilities, stat upgrades, or additional modifiers. </div> </div>

BASIC MOVES (Start with Mount-and-Climber, then pick 2)

[X] **Mount-and-Climber:** You are well versed in fighting Massive Creatures. You may now mount any Creatures of size Medium or bigger. Whenever you are attacking a creature you have mounted, automatically gain the **Puncture** Tag to any Harm you deal. Add +4 Harm if you are mounting a Massive creature. Get +1 Ongoing while mounting.

[] **Insight From Above:** Anytime you perform an **Investigate Task**, perform a **Luck Task**. On a roll of:

- 8 - 10 the voice will give you a vague hint about one of the questions.
- On 11+ your voice will reveal to you the answer to one question on the list or even a piece of information that wouldn't fall in line with any of the questions.
- On a Miss, the voice tells you nothing.

[] **Hard Work Pays Off:** You have been following your voice's orders meticulously and the results are showing. At the start of a Battle get Holds equal to half of the *Enlightenment* boxes checked. These can be used on the following:

- Gain +1 Evasion for 1 Attack
- Increase Harm inflicted by 2
- Gain +1 Forward
- Inflict Bleed or Stagger

[] **One of the Strange:** Following your voice has led you ever so closer to *True Enlightenment*, and the alterations of your physical form are being noticed. For every Enlightenment box checked, get 1 Hold per Hunt:

- Instantly find a place that offers you complete over.
- Drive someone away.
- Discover a strange location, event, or person
- Get off on the right foot with a strange Creature.
- Temporarily conceal your physical alterations.

[] **Hit the Road:** Constantly guided down the next unfamiliar path, you have gotten used to traveling long distances on foot. Gain +1 to **Traverse & Navigate Tasks**, +1 on any Saving throw against Environmental Harm, and +1 Evasion.

[] **Guiding Light:** Your voice in your head has mysteriously enchanted your Weapon. It now gains the **Magic** Tag and can be held to any source of light. When you do so, the light will reflect off the weapon and point you in the direction of your goal.

[] **Mad Ramblings:** You have a unique way of communicating that others wouldn't understand. Gain the ability to perform one-way telepathy either with allies or enemies. On a successful **Influence Task** choose one of the following:

- Temporarily calm the target down and become docile.
- Make the Target temporarily anxious and fearful
- Make the Target go temporarily mad, hostile or reckless

[] **Sneaky:** Due to your bizarre habits and features, you've learned how to utilize your time and abilities without drawing attention. Whenever you are undetected, perform an **Agility Task**. On a roll of:

- 8 - 10, hold 1.
- 11+, hold 2.

Spend those Holds to:

- Ambush a Target dealing +2 Harm with the **Fast & Pierce** Tags.
- Get a Free **Finesse Task** with a +1 Forward, where you are unseen.
- Get a Free **Position Task** with a +1 Forward, that allows you to climb or jump if necessary.

ADVANCED MOVES

[] **Phantom Carrier:** Through your travels, you have met a companion that is a bit strange. Obtain a phantom animal that can be summoned with an incantation. With an Action, the animal can gain or remove the **Ethereal** Tag and walk through walls or fly short distances for 1 turn. Anyone mounting the horse will also gain the **Ethereal** Tag. The animal can also be used like a Luck point, but will be dispelled for the rest of the Hunt.

[] **Immovable:** When mounting, if the Creature makes any attempt to throw you off of it, as a reaction you can tighten your grip. Gain +4 Harm Reduction and cannot be removed from the Creature on the next Attack. With your newly acquired grip, get +1 forward towards your next attack on the Creature.

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 another Playbook
- [] +1 Move from another Playbook
- [] Gain a connection with a powerful family or organization (criminal, royal, research, etc)
- [] Discover a rare artifact of an ancient beast
- [] 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
- [] +1 Advanced Move from another Playbook
- [] Gain information on a Legendary Monster of Old. Make the next Hunt about them.
- [] Add the **Linked** and **Unbreakable** Tags to one of your weapons
- [] Lose your voice along the way (Change Hunter Type)
- [] Retire this Hunter to safety (Makes NPC)
- [] Abandon your quest to remain in obscurity forever (Makes unique NPC/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 knew you before you left to pursue your voice's wishes. Ask/tell them how they felt when you left.
- They think you're insane and are wary of you. Discuss what you do that makes them think this.
- They think you are possessed or even a Monster yourself. Ask/tell them why they work with you.
- They believe in your tales and wish to aid you in your journey. Discuss how your beliefs may align.
- They wish to steal your voice from your head. Discuss a misconception they have of the voice.
- They are a relative who knew you before the voice. Ask/tell them how they felt when you changed.
- They are your lover and you follow your voice for them. Ask/tell them how they feel about it.

EQUIPMENT

WEAPONS

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

STARTING WEAPON (CHOOSE 2):

Long Sword - d8, versatile, hand, precise

Spear - d8, versatile, reach, forceful, clunky

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

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

Hatchet - d6, hand, close, tool

ARMOR & TOOLS

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

STARTING ARMOR (CHOOSE 1):

Travelers Tunic (0 Armor)

Light Armor (1 Armor)

Padded Clothes (2 Health)

STARTING TOOLS (CHOOSE 2):

Torch - d4, Hand, Fire, Awkward

Grappling Hook - +1 to Navigate Tasks

Binoculars - +1 to Navigate Tasks.

Salamander: small, sneaky, flexible, (4) health, (0) armor, (3) evasion

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

Luring Bait - Forces Monsters to perform a wits task. On a miss, they will eat it.