

# THE SPECTRAL GUARDIAN

*I am the protector of the weak, favored by the ancestors of old, I let myself be possessed by their spirits to harness their power.*

NAME: <input style="width: 90%;" type="text"/>	EXPERIENCE <input style="width: 20px;" type="text"/>	MASTERY <input style="width: 20px;" type="text"/>
<b>ATTRIBUTES</b>		
STRENGTH <input style="width: 20px;" type="text"/>	AGILITY <input style="width: 20px;" type="text"/>	INFLUENCE <input style="width: 20px;" type="text"/>
WITS <input style="width: 20px;" type="text"/>	ARCANE <input style="width: 20px;" type="text"/>	LUCK <input style="width: 20px;" type="text"/>
HEALTH <input style="width: 20px;" type="text"/>	ARMOR <input style="width: 20px;" type="text"/>	EVASION <input style="width: 20px;" type="text"/>
<b>BATTLE TRACKER</b>		
Current Health	Max Health	Luck Points <input style="width: 20px;" type="text"/>
		Haunt Points <input style="width: 20px;" type="text"/>
Ongoing Effects		



<b>LIFE BEFORE...</b>	<b>LIFE NOW...</b>
<p>[ ] I was a carefree Peasant, honoring my ancestors in the hopes of a plentiful crop.</p> <p>[ ] I was a traveling Artisan, carrying on the family business.</p> <p>[ ] I was an Outlaw, scraping by and seeking to atone for the sins of my forefathers—or those my own.</p> <p>[ ] I was a Noble, the latest in a lineage of my village's stewards.</p> <p>[ ] _____</p>	<p>[ ] I have made an oath with an ancient Specter to protect what was most precious to them.</p> <p>[ ] I have accepted the aid of a benevolent Specter, accepting their protection, or striking out with them to do good in the world.</p> <p>[ ] I have accepted a deal with a wandering Specter, making use of both of our skills to achieve both of our goals</p> <p>[ ] I have harnessed the power of a hostile Specter—or one has taken control of me.</p> <p>[ ] _____</p>

**STARTING MOVE**

[ ] **Dual Souls:** You have been possessed by a powerful Specter, although it is not forever tied to your body. You must cooperate and communicate with your Specter via short range telepathy, and while you both rely on each other, it's possible that your goals do not always align—or even that they clash. While the Specter lies within you, gain +1 to all Tasks, gain +1 Harm, and gain **Immunity** to possession and other mental **Status Effects** inflicted by **Undead** or **Abomination**. You can forfeit this bonus temporarily to let the Specter fly from your body to complete certain tasks, but Specters have limited influence over the physical world. They can pick up small objects, pull levers and switches, and open doors; they will also strike fear into Common folk who witness them manifesting in this way.

*Quirk:* Every Specter has the **Ethereal** & **Airborne** Tag and has a prominent color associated with them. While they are possessing you, your eyes change to the color of your Specter.

**THE SPECTRAL PACT**

You and your Specter have in some way made a Pact that binds you two together. It might have been willing, it might have been forced, but regardless, you must now coexist. With Specters come many memories and much knowledge you didn't know before. What were those things?

- What is the color of your Specter?
- \_\_\_\_\_
- Is your Specter a part of an Ancient Family?
- \_\_\_\_\_
- Who was that family?
- \_\_\_\_\_
- What does the Specter want from you?
- \_\_\_\_\_
- What are some things your Specter has shared about their life?
- \_\_\_\_\_



## BASIC MOVES (Pick 2 at start)

- [ ] **Spectral Look Out:** You have formed a slightly more trusting bond with your Specter, for better or worse, and they will call out unseen attacks or ambushes. You gain +1 to **Analyze Tasks**, in addition to any **Agility** or **Wits** Saving Throws.
- [ ] **Spectral Lapse:** Your experience diving deep into your Specter's memories allows you to form strange connections with others around you. At the GM's discretion, you will sometimes receive random memories from people you touch.
- [ ] **Spectral Tracking:** You work together with your Specter to gather information and more thoroughly examine your surroundings. While Possessed you get +1 to **Investigation** and **Navigation Tasks**, and your specter can now become invisible for a short duration.
- [ ] **Spectral Prowess:** The Specter focuses their energy into enhancing your body, allowing you to do greater jumps, faster climbing and swimming, and overall heightened physical feats as if they were normal Tasks. +1 to the following Tasks: *Shove, Traverse, Position, & Finesse*.
- [ ] **Spectral Blade:** As a **Quick Action**, your Specter leaves your body to infuse itself into your Weapon, giving it the **Magic, Precise, & Linked** Tag, along with +4 Harm.
- [ ] **Spectral Motivation:** Being tied to a Specter brings memories and motivations from not just yourself, giving a strong sense of purpose. When performing a Task in regards to you or your Specters personal goals get +1 Forward.
- [ ] **Spectral Mastery:** Gain access to the memories of your Specter and gain Mastery over 1 Type of Weapon (Swords, Axes, Spears, Bows, Maces, etc). Mastery allows you to add the Mastery Attribute on Tasks or Harm rolls involving use with that Weapon.
- [ ] **Spectral Grasp:** Your Specter's influence outside your body grows. They can now leap from your body into the body of an Enemy, disrupting their actions. While the Specter possesses the Target they get **Hamstrung & Wailing**. In addition if a Large/Massive Monster is possessed you are allowed to Attack even when Targeted. Targets of this Move are allowed to break free via **Restrain** rules but using **Influence** or **Arcane** instead.

## ADVANCED MOVES

- [ ] **Company in Death:** Having almost lived two lives, and receiving the memories of one who has already died, you have embraced facets of Death. You gain a bonus 1 Harm Reduction and now can perform Tasks and Moves while in the Dying State, as long as you are Conscious.
- [ ] **Dual Caster:** You coordinate with your Specter, using a **Free Action** to request a Spell be cast for you. Request a Spell with a specific effect and Tags, and choose if the Specter will use it as a **Reaction** or at the start of your next turn. Although this does not require any Actions on your part. The Specter's Arcane is automatically set to 3 and cannot change.

## OTHER MOVES (Moves picked from another Playbook)

[ ]

[ ]

[ ]



## 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 WEAPON (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