

NAME




Names: Abraham, Alistair, Angel, Anita, Blade, Buffy, Callahan, Dante, Dean, Faith, Gabriel, Geral, Helsing, Illidan, Isran, Jamal, Karras, Letho, Lincoln, Magnus, Nero, Noah, Orion, Ornstein, Rayne, Sigurd, Solomon, Vesemir

LOOK

Hard Eyes, Dark Eyes, or Burning Eyes
Braided Hair, Wild Hair, or Bald Head
Tattooed Body, Scarred Body, or Massive Body
Worn Clothing, Heavy Clothing, or Dark Cloak

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
WEAK -1	SHAKY -1	SICK -1	STUNNED -1	CONFUSED -1	SCARRED -1
STR	DEX	CON	INT	WIS	CHA

DAMAGE  ARMOR  HP  CURRENT MAX YOUR MAX HP IS 8 + CONSTITUTION

DRIVE

What drives you to the hunt? Choose one:

MAKE A LIVING

Claim a bounty for your work.

PROTECT THE INNOCENT

Destroy a threat to civilization purely for the sake of others.

IT'S PERSONAL

Revel in the slaying of a hated foe.

STARTING MOVES

MONSTER HUNTER

When you spend downtime researching or preparing against one particular kind of enemy, roll +INT. On a 10+, hold 3 Readiness against that enemy. On a 7-9, hold 2. On a 6-, hold 1, in addition to whatever the GM says.

When engaged in battle, you may spend Readiness against an enemy, one-for-one, on the following:

- Maim it - e.g. sever a limb; shatter a bone; slash an artery.
- Take something important from it - e.g. a weapon; an item; a position.
- Predict its movements - take the 10+ result when Defying Danger.

BESTIARY KNOWLEDGE

You are learned about monsters and how to fight them. Take +1 to Spout Lore about dangerous creatures. When you first encounter a monster, you may ask the GM "how can this be killed?" and they will answer honestly, or ask you to answer.

TOOLS OF THE TRADE

You carry an arsenal of specialist monster hunting tools - silver bolts, wooden stakes, lamp oil and so on. When you rummage through your arsenal for the right weapon, roll +INT. On a 10+, you pull out just the thing, right now. On a 7-9, pick one:

- You only have something similar.
- You packed just the thing, but spend 1 Readiness.

GRISLY TROPHY

When you slay a dangerous creature, you may impart some of its power into a trophy (1 weight) - a horn, a claw, a skull, or some other body part. For every trophy you take, the GM will give you an appropriate nonmagical move related to the monster's move list. As long as you wear the trophy on your person, you may perform that move, though you may have to Defy Danger to do so.

MONSTRUM

You can always find trouble wherever you go. Or maybe it follows you. When you enter a settlement for the first time, the GM will tell you what danger the local folk fear most, or at least what the rumours and stories say.

ORIGIN

Choose your race, then choose how you came to fight monsters:

CURSE

The taint festers inside you, too - you are not so different from the monsters you hunt. The creatures of the night will not prey on you unless provoked.

MUTATION

Your body has been subjected to harsh alchemical modification. You are immune to poisons and diseases, and your blood is toxic to other creatures.

TRAINING

You are mere flesh and blood, but your raw skill is unmatched. When you use Monster Hunter, you always gain an additional 1 Readiness.

BONDS

Fill in the name of one of your companions in at least one:

With _____ at my back, we can take on anything.

_____ thinks they know true danger. We'll see.

Something is stalking _____. I must protect them.

_____ must be careful, lest they become a monster.

READINESS

Readiness is specific to a particular type of enemy (e.g. vampires, bandits, dragons).

- Maim it
- Take something important
- Predict its movements



THE SLAYER

LEVEL

XP

GEAR

Your Load is 10+STR. You start with studded leather (1 armor, 1 weight), dungeon rations (5 uses, 1 weight), and your arsenal (2 weight). Choose a serious weapon:

- Bastard sword (close, +1 damage, 1 weight)
- Heavy axe (close, messy, 2 weight)
- Barbed spear (reach, piercing 2, 1 weight)

Choose two other weapons:

- Crossbow (near, far, reload, 2 weight) and quarrels (3 ammo)
- Throwing daggers (thrown, near, piercing 1, 2 ammo)
- Bolas (thrown, near, forceful, 1 ammo)
- Rope dart (reach, precise)

Record your **Grisly Trophies** here (each is 1 weight):

ADVANCED MOVES

When you gain a level from 2-5, choose from these moves:

ALCHEMIST

Sometimes you need an edge. When you have downtime and some ingredients, you can mix a potion. Describe what it does. Effects that strengthen, augment or restore are always possible, but the GM will specify one or more of the following:

- The concoction is toxic - its imbiber takes -1 ongoing under its effects
- Its effects are delayed, fleeting, or intermittent
- It has unusual and unexpected side effects
- The best you can do is a lesser or limited version
- You must first acquire a rare, exotic, or dangerous ingredient

BAGGED AND TAGGED

When you or your companions slay an enemy you had Readiness against, take +1 forward. If they were the last one standing, mark experience instead.

BAIT AND SWITCH

You are skilled in the crafting of various traps - from those that capture or ensnare, to those that shred or burn - as well as in deploying them mid-combat. Your arsenal contains a few. Add this to the list of Readiness moves for **Monster Hunter**:

- Ensnare it in a trap of your own design (describe it).

BONE ARMOR

While you wear three or more **Grisly Trophies**, you gain +1 armor.

EXORCIST

You solve problems. When you set out to lift a curse, enchantment, haunting, or possession, you may ask the GM "what will it take to lift this?" and they will answer honestly, or ask you to answer. You are always able to lift such an effect, but it will require one or more of the following:

- Perform a dangerous ritual
- Slay a powerful monster
- Procure a rare item
- Obtain forbidden knowledge

KNOW YOUR ENEMY

When you successfully Spout Lore about an enemy's abilities, habits, or weaknesses, gain 1 Readiness against them.

SAFE HAVEN

You have a hideout where you store your gear, books, maps, and other essentials for the job. Describe it. It could be an old library, a secret cave, an abandoned keep, or something similar. When you prepare against an enemy while in your hideout, you always take the 10+ result on **Monster Hunter**.

THEY ARE THE PREY

When you have Readiness against an enemy, you can track their movements. Roll +INT. On a 7-9 you can follow their trail until there's a significant change in their direction or mode of travel. On a 10+, you also know how to take them by surprise.

TOOTH AND NAIL

When you fashion a **Grisly Trophy** into a weapon, describe it. The weapon has the *close* tag and *1-weight*. Choose up to two of the following, where appropriate (it gains those additional tags):

- Fierce creature: *messy*
- Powerful creature: *forceful*
- Huge creature: *reach*
- Agile creature: *precise*
- Magical creature: *ignores armor*
- Tough creature: *+1 armor*
- Venomous creature: *poisoned (that creature's venom), touch*

VETERAN HUNTER

You are skilled at exposing your enemy's flaws. When you roll 10+ to Defy Danger against an enemy, gain 1 Readiness against them.

When you gain a level from 6-10, choose from these moves or the level 2-5 moves:

ALWAYS PREPARED

Requires: *Know Your Enemy*

When entering combat against a type of enemy you've faced before, if you have no Readiness against them, you start with 1 Readiness instead.

APEX PREDATOR

Replaces: *Veteran Hunter*

You can always find some way to create an advantage in combat, learning your enemy's movements as you fight. When you roll 7+ to Defy Danger against an enemy, gain 1 Readiness against them.

ARCANE TROPHY

When you fashion a **Grisly Trophy** from a magical creature, you may choose one of its magical moves or special qualities if it is remotely plausible (a freezing touch, shapechanging, fire breath, a gaze that turns to stone...)

BALEFUL ALCHEMIST

Requires: *Alchemist*

You are no longer limited to making beneficial potions. When you mix a potion for combat, describe what happens when the glass breaks (the GM still specifies one or more conditions). You can use potions as weapons with the tags *thrown, near, and area*.

CASTLE DOCTRINE

Requires: *Safe Haven*

You know every corner and crevice of your hideout, and how to use it to your advantage. So long as you are in your hideout, you have +1 ongoing against anyone else in it.

LEGENDARY QUARRY

When you prepare against a singular, individual enemy (name them), you gain double the Readiness you would normally gain from **Monster Hunter** against them.

LORD OF BONES

Requires: *Bone Armor*

While you wear five or more **Grisly Trophies**, their combined bulk gives you an additional +1 armor.

MASTER OF ARMS

Requires: *Tooth and Nail*

When you fashion a **Grisly Trophy** into a weapon, you may choose up to three of the options on **Tooth and Nail** instead of two.

RIP AND TEAR

When you tear off part of a creature in mid-combat, you can immediately treat that part as a **Grisly Trophy** or fashion it instantly into a weapon (as per **Tooth and Nail**, if you have it).

SIXTH SENSE

Requires: *They are the Prey*

You have some way of detecting unnatural threats around you (a magical medallion, an innate danger sense, a glowing tattoo; describe it). You can always feel the presence of magic or monsters nearby, and they can never take you by surprise.

VANQUISHER

Add this to the list of Readiness moves for **Monster Hunter**:

- Reroll a single damage die.