

Name

Race

Look

Choose a name or make your own:

Abraham, Alistair, Anita, Callahan, Dante, Dean
Magnus, Dresdan, Orion, Rayne, Sigurd, Vesmir
Jamal, Karras, Isran, Eisenhorn, Agmar, Gideon

Choose a race or make your own:

Human, Elf, Dwarf, Halfling, Half-Elf
Lizardfolk, Orc, Gnome, Goblin, Hobgoblin
Tiefling, Catfolk, Kobold, Aasimar, Naga

Choose one for each or make your own:

Dark Eyes, Burning Eyes, Hard Eyes, _____
Stylish Hat, Wild Hair, Bald, _____
Dark Clothes, Heavy Cloak, Worn Clothing, _____

Assign these scores to your stats: +2, +1, +1, +0, +0, -1

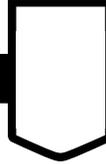
Strength Dexterity Constitution Intelligence Wisdom Charisma

STR DEX CON INT WIS CHA

Damage



Armor



HP



Your Max HP is 20

Drive

Choose one drive.

MAKE A LIVING

Claim a bounty for your work.

PROTECT THE INNOCENT

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

PROVE YOUR WORTH

Hunt down and slay a powerful monster.

Starting Moves

You start with these moves:

TOOLS OF THE TRADE

You carry a personal arsenal of specialist monster-hunting tools – silver bolts, wooden stakes, lamp oil, tripwires, 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: Choose 1.

- You have it, but it's deep in your pack. You are put in a spot as you try to retrieve it.
- You can only get something close, but you retrieve it immediately.

ALWAYS PREPARED

When **combat begins**, roll +INT.

*On a 10+: Gain 3 Readiness.

*On a 7-9: Gain 2 Readiness.

*On a 6-: Gain 1 Readiness.

You may only ever hold up to 3 Readiness.

MONSTER HUNTER

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

- *Predict their Movements* – Reroll a **Defy Danger** roll and take the higher roll. **Quick Learner** does not trigger for either result.
- *Defy their Expectations* – Take the 10+ result on a **Tools of the Trade** roll.
- *Know their Thoughts* – You may ask the GM “What is the opponent's next move?” You may then act immediately to counter them or **Defend** an ally. If so, take +1 **forward** on that action.

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 “What is the most effective way to kill this?” Carry +1 **forward** when acting on the knowledge.

TELL ME WHAT YOU FEAR

When **first exploring a settlement**, you may choose to spend time at a local meeting place (such as an inn, or market). If so, you hear the local superstitions and ghost stories. Some may even be true.

QUICK LEARNER

When you roll a 6- on a **Defy Danger** roll while in combat, you gain 1 Readiness.

Background

Choose one background.

CURSED

You are closer to the monsters you hunt than you care to admit, darkness lies within you. You do not need to sleep. When you **Take Watch** the worst you can ever get is the 7-9 result.

MUTATION

Your body has been subjected to harsh alchemical modification, altering you into something not quite human. You do not need to breathe and cannot drown or suffocate.

PROPHECY

You were chosen from birth to do great things, a divine power sustains you. You do not need to eat or drink, and never need to consume rations.

Bonds

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

I owe my life to _____, and will repay them in turn.

I can see the darkness in _____, even if they cannot.

I will teach _____ to hunt monsters.

A monster stalks _____.



The Slayer

Level

XP

Your load is 10+STR. Your starting gear is:

- Dungeon Rations (5 uses, 1 weight)
- Leather Armor (worn, 1 armor, 1 weight)
- Personal Arsenal (2 weight)
- 9 Coins

Choose two weapons:

- Cold Steel Blade (*Close*, 2 weight)
- Rapier (*Close, Precise*, 1 weight)
- Barbed Spear (*Reach, Thrown, Near*, 2 weight)
- Alchemically Enhanced Whip (*Reach*, 1 weight)
- Crossbow (*Near, Piercing 1, Reload*, 2 weight) and Quarrels (3 Ammo)

Advanced Moves

When you gain a level from 2–5, choose from these moves.

VETERAN HUNTER

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

HEDGE MAGE

You are a natural, if untrained, practitioner of magic. When you take this move, choose one hex from the list below:

- Fire:* Start a small, uncontrolled flame.
- Force:* Move or throw a small object with an unseen power.
- Ice:* Turn a small area to brittle ice.

When you **gesture with your hand and utter a word of power**, roll +INT.

***On a 10+:** The magic takes hold. If doing direct harm, roll 1d6 for damage.

***On a 7-9:** The spell works as per a 10+ but you are put in a spot.

***On a 6-:** The magic acts against you in a powerful and unexpected way.

WELL ORGANIZED

When you use **Tools of the Trade**, take +1 **forward** to your next action. The GM will ask you "Why did you prepare for this?". Tell them

I WILL CALL YOU STING

Choose a weapon you carry and name it. That weapon cannot be broken beyond repair, nor lost in such a way that it cannot be found.

In addition, **choose a material** for the weapon to be made out of:

- Silver:* The weapon is forged of purest silver.
- Meteoric Iron:* The weapon is forged of cold iron.

Add **1d6 bonus damage** to your attack when fighting a monster vulnerable to the metal. The bonus damage ignores armor.

Name your weapon: _____

FIND ME A TORCH

When you **incite the townsfolk to form a mob and riot**, roll +CHA.

***On a 10+:** The mob follows your every command.

***On a 7-9:** They riot around your speech, but they are not led by you.

THEY ARE THE PREY

You gain the Ranger's **Hunt & Track** move.

RIGHT TOOL FOR THE JOB

When you **deal damage with the help of something you've pulled out of your Tools of the Trade**, deal an additional 1d6 damage.

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

SIXTH SENSE

You have some way of detecting unnatural threats around you (a magical medallion, an innate danger sense, a glowing weapon; **describe it**). You can sense the location of dangerous beasts nearby. **Monsters can never take you by surprise** – you always feel their presence before they come upon you, and you may always make the first move against them.

I'M JUST GETTING STARTED

When you **kill a monster in combat**, gain 1 **Readiness**.

EXORCIST

When you **set out to lift a curse or haunting**, you may ask the GM "What will it take to remove or negate this?" and the GM will answer you honestly, or ask you to answer. You are always able to lift such an effect.

NOTHING COULD SURVIVE THAT

When you've **slain a monster**, you may ask the GM "How do I prevent this from coming back?" There is always a way. The GM will tell you how.

I'M THE ONE WITH THE HAT

When you **Parley with simple townsfolk**, your hat counts as leverage. It marks you as a voice of authority and reason. Additionally take +1 **ongoing** to CHA rolls made in small villages and other superstitious locations.

UNNATURAL ABILITY

When you **have at least 1 Readiness**, your attacks against monsters completely ignore armor.

GAZE INTO THE ABYSS

When you **lock eyes with your enemy and promise death**, roll +WIS.

***On a 10+:** You gain 1d8 bonus damage against them.

***On a 7-9:** Gain 1d8 bonus damage but your enemy gains 1d4 bonus against you.

***On a 6-:** You have lost your nerve. Your enemy gains 1d4 bonus against you.

EVER VIGILANT

You may now hold up to 4 **Readiness**.

WHERE IT HURTS

Monster Hunter gains the following option to spend **Readiness** on:

- *Attack their Weakness* – Reroll your damage roll on your opponent. You must take the new result even if it is lower.