

Taken Monster Hunter (Background):

A veteran of the trade has taken you after a tragedy or part of a deal. Regardless of circumstances, you've made a living by the culling of monsters. As long as the coin is there, your steel has followed. Countless hours have gone into the study of monsters and combat.

Skill Proficiencies: Survival and Perception.

Tool Proficiencies: Alchemist Tools, Vehicles (Land)

Equipment: A set of **Traveler's Clothes**, **Alchemist's Supplies**, a medallion that identifies you as a monster hunter, a belt pouch with 25 silver pieces, and a blank bestiary.

Feature: Trade of the Hunt

Your medallion identifies your trade, as long as it is in your possession and visible you ears are always first to the knowledge of rumors and word of monsters stalking the surroundings. You can negotiate a fair price for your services, but beware, whatever manner you are treated sprouts from a combination of fear and hope and you can be prone to violence from those commoners fool or drunk enough to try their luck on you.

Suggested Characteristics:

Monster hunters are scarce and spread, take care of those you meet along the way. Hunting tactics, approach, and pursuit vary from hunter to hunter and are as numerous the grain of sand in a desert. However, while styles might be different is at the thrill of the hunt where they feel alive.

Personality Traits (d8)

- 1- Always the predator, never the prey.
- 2- Minimum expression means maximum effect.
- 3- My trade is not a charity, my art requires coin.
- 4- I'm obsessed with the best tools and courses of action to take down a contract.
- 5- I won't hunt a creature I don't think can take me down.
- 6- Silence is my favorite topic for a conversation.
- 7- Once a contract is in my hands, that monster is not recognized as a predator anymore. I am.
- 8- Due to my trade I always second think those who approach me and their ideals.

Ideal (d6)

- 1- I try to help the innocent, even if it sometimes means to bring no coin back (Good).
- 2- Ballads after me, that's what I'm here for (Any).
- 3- My hunt is above the law (Chaotic).
- 4- Hunting has its law. A prey deserves a chance to succeed. (Lawful).
- 5- You want your prey to know it is being hunted. Fear that emanates from your prey is your highest pleasure (Evil).
- 6- You don't engage in a contract until you've acquired information about your target (Any).

Bond (d6)

- 1- There's a monster, one creature that I would be happy to be my end.
- 2- Every contract I do is highly detailed in my journal. But not only contracts, but thoughts, events. I wish this to be my legacy.
- 3- I hope the darkness I feel inside me when I hunt always stays like that, inside.
- 4- I slayed the wrong creature once. Since then I second guess myself at the time of killing
- 5- I relentlessly look for the creature that killed my last group.
- 6- A terrible guilt consumes me. I hope I can find redemption through my actions

Flaws (d6)

- 1- I'm wildly prideful. I believe I'm able to take down beasts beyond my capabilities.
- 2- For the right coin, anything is a monster.
- 3- I must complete a ritual before every hunt.
- 4- My compassion has gotten in the way of many contracts.
- 5- My emotions have been dulled over time. Sometimes I express in a matter other can feel as offensive even when it's not my intent.
- 6- I've delved so much solely into hunting that I'm awkward at any social situation outside of the hunt.