



HUNTERS DARK

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Long ago in a far off kingdom deep beneath Mountain's Shadow and shifting sands, a man dreamed of power. Not power of steel, gold, ships or even that of the forbidden arcane mysteries practiced in the dark corners of the land, No, what he wanted was something greater. A practiced theologian, he had studied the theories of the divine for years, but not for any concern of his twisted soul. He studied because he knew that the secret to power, true power, was not behind the hilt of any sword but rather within the very Essence of the world itself.

He knew from his studies that the old gods, as they were called, were nothing more than superior beings of this world. Some were of darkness, some of light, but they had mastered this understanding and from it shaped the world so dramatically that they were now credited with its very creation. For years, he searched, through caverns and dark valleys, across oceans and vast deserts, to the tips of peaks that scraped the very skies, yet nothing came of it, not one relic or trace of the ancient power to shape the world... that is, till one day a clue finally crossed his path.

Gathering together his most trusted followers, the man set out South for a secret temple held deep beneath the earth. No one knows the events that truly transpired that day but it is said after the man left a strange and shadowy Mist crept over the land. Creatures long thought legend appeared again, and the earth quaked and crumbled, reclaiming many of the cities of man. Life became as if out of a nightmare: earth rending Abominations and fiery lava rained down over much of the land, and the ever creeping Mist sealed the fate of all that entered its depths. Humanity was fading, and now all that remained was to fight for Survival.

However, the world was not entirely lost. With the explosive eruption of the Mist, there was also a shower of rubble across the earth from the destruction of the cavern itself. These shards proved to have immeasurable power when wielded by certain people, who were somehow able to resist the Mist's corruption. These men and women came to be known as the Hunters, gathering rune shards and knowledge of the creatures that now stalked the world. They use this power to fight back against the darkness, the last hope in a fast fading world.

Welcome to Hunters' Dark, a Post-Apocalyptic Fantasy adventure RPG, where players engage in a vast hunt across the land for colossal beasts, lost runes, but mainly mankind's survival. The players are constantly being hunted themselves by groups of mercenary-based NPC's, great beasts of the world, zealous madmen, or the very environment itself and the ever creeping Mist, seeking to corrupt and destroy all.



The main difference between Hunters' Dark and other fantasy RPGs is that this world isn't built on just stats and levels, it's built on Runes, Augments and enhancements, the essence that allows players to change and improve what they are. These Runes also can augment your character's equipment with certain abilities, the strength of which depends on the Rune's tier. By killing, outsmarting, tricking or learning from others, you will gain access to new Rune Augments that you can use for yourself. These Augments can be stacked together to form newer and greater power as your character continues to evolve and acquire new Augments.



Perhaps the most pivotal factor in Hunters' Dark game play is in the Learning development. Your character's experience throughout Hunters' Dark, all of the people, creatures, and even locations you come across, will have knowledge that you can use to learn new skills, new strategies, and new spells. This gives characters a chance for new power and discovery, even in the most seemingly mundane of places. The players are hunted; the story teller will launch danger from every turn; and no place is safe. Yet every challenge will make you stronger, and with that power you can attempt to turn the tide against the darkness sweeping the land. Before there was anything, there was NOTHING, and before there was NOTHING ,,THERE WERE MONSTERS ... AND THEY HAVE RETURNED.

Chapter 1. Race

The first thing characters do is choose their race.

Characters can choose any of the following:

Might =M Nature =N Speed = S Intellect = I Body = B Defense = D



Human- the men of the West, strong and good leaders

+ 1M + 4N Equipment Bonus- Rations*2



Elf- the children of the forest, agile fighters and skilled at magic

+ 2I + 2S Equipment Bonus- Arrows *20



Dwarf- lords of the mountain, great miners and crafters of steel
+ 1M + 2D + 1B Equipment Bonus- War Axe -medium melee
weapon



Troll- the Living Stone, vicious creatures of might and malice
+ 3M + 2B -2N -2S + 1D Equipment Bonus- None



Goblin– the bladed wretches, a crude society of crafty thieves
+ 3S + 2I -1N -1B – Equipment Bonus– lock pick + 20 sliver



Niflem–the masters of illusion, and a race of nasty troublemakers
+ 2S + 3I + 1N -2D -1B– Equipment Bonus– scroll of lesser
illusion



Demon- the incarnates of darkness, black magic in the flesh
+ 2M + 1B + 1I + 1S -2N Equipment Bonus- scroll of lesser
Darkness



Draconic- the keepers of fire, noble remnants of a dying tribe
-1S + 2M + 1I + 1N Equipment Bonus- scroll of lesser Flame



Ogre- the Reapers of limbs, monsters of blood and greed

+ 2M + 2D -1S -2N + 1B Equipment Bonus- Large Club- Heavy
melee weapon



Avalon-lords of the air, the great bird people of the desert lands

+ 2S + 1I + 2N -1B -1D Equipment Bonus- scroll of lesser Water



Tevok- the crawlers, twisted insectoid kings of the Deep Earth
+ 3S + 2B -1M -1D -1N Equipment Bonus- vial of weak poison



Vore- The Misshapen mangled chimeras of man and beast
+ 3M + 1B + 2S -2N -1D- Equipment Bonus- Chains Light melee
weapon



Fay –The misunderstood hidden creatures of the mystic world

-1N + 4I -1D + 1S Equipment Bonus- scroll of Light

Non playable Races

Archon – Great celestial beings from beyond the crystal sea

Abomination – Dark twisted monsters from the depths of the void

Titan – The Giants of the world scattered across the Blue Mountains

Beast – All manner of wild animal and creature native to your world

Basic gameplay Building your Hunt

Hunters Dark is incredibly flexible game that at its heart only revolves around tracking a **Great Beast** down and putting it to the blade. The game uses one d20 for all rolls of the GM to resolve situations and all characters performing actions or challenge rolls and d6s for all damage rolls. These are all the dice you will need. As for the basic way to Handel a game build out different pieces of terrain a bunch of different intractable NPCs, some enemy's, one Main Beast and let the charters explore the sandbox you have created to Hunt it Down its that simple. The following chapters will show you exactly how to do this.



Chapter 2. Attributes

Players now place 5 points into their character's 6 attributes. They all start at 3, except body and defense which start at 10.

Might — the strength of one's Arms governs physical attacks and combat maneuvers

Defense – the ire of one’s Guard governs physical defense

Speed – the wind of one’s Sails governs movement – ranged attacks and tactical maneuvers



Intellect – the energy of one’s Soul governs understanding, perception, and Spells

Body – the clay of one’s Flesh governs physical appearance, and Health starts at 10.

Nature – the glint of one’s Eye governs personality/ all Verbal Interactions as well as the ability to resist the bestial effects of the Mist.



Chapter 3. Disciplines

Next you choose your Disciplines – i.e., how you use magic blades or armor in the world– also lets attribute’s grow stronger when used under certain conditions. You get to choose two when you start they also give you your starting

equipment. Whatever you can't hold in your inventory, you will get in the form of coin. Note you can only have 7 disciplines max.

Disciplines of Might

The Knight – well armored and well-disciplined, gain **Knights Stance** + 1 Might + 1 defense when activated, lose movement action next turn

Equipment– one medium Sword, Ration*1, Torch, common clothing, Medium armor, light shield – total weight 40lbs

The Berserker – crazed warrior's out, gain **Blood and Vengeance** + 3 to might when activated, must charge the nearest group of opponents at once; can't perform without charge distance.

Equipment– Axe 2 medium or one Heavy, Ration*3, barbarian clothing, light throwing axe *10 – total weight 40lbs

The Gladiator – warriors of the world's many death pits, gain **Brutal Challenge**, issue death challenge if successful, opponent fights you in single combat + 1 might and + 1 speed to you till fights end.

Equipment– one Medium Melee Weapon and one light, Ration*2, Torch, common clothing, Medium armor + helm, – total weight 50lbs

The Executioner – Deadly massive fighters who prefer the heavier of two handed weapons **Death Blow** + 2 to might when activating a two handed heavy weapons heavy attack.

Equipment- one Heavy Melee Weapon, Ration*2, common clothing, medium armor, hooded mask – total weight 55lbs

The Fencer – Extremely adept at fighting and moving using a blade in one hand, gain **Piercing Strike** + 1 to might and + 1 to speed when using a blade in only one hand and activating a light attack

Equipment- one medium Melee Weapon, Ration*2, common clothing, light armor, light throwing daggers *10 – total weight 30lbs

Disciplines of Speed

The Archer – well versed in the ways the bow and long range combat, gain **Dead Shot** + 1 speed and + 1 defense when fighting with a bow or crossbow after using an action or actions to aim.

Equipment- one medium Bow or Crossbow, Ration*2, common clothing, light armor, arrows/bolts *30 – total weight 30lbs



The Specialist – A natural at all forms of tactical movement and deception, gain **Evasive Master** + 2 speed whenever activating Tactical maneuvers

Equipment– two light melee weapons, climbing rope, lock pick*5, black clothing, throwing daggers *30, Ration *1, 10 silver – total weight 20lbs

The Dualist – An experienced user of multiple weapons and quick spiral based attacks, gain **Whirlwind Slash** + 1 Speed and + 1 Might when using a weapon in each hands and activating a heavy attack.

Equipment– one light melee weapon and one medium, climbing rope, mercenary clothing, light armor, Ration *2, throwing knives *20 – total weight 35lbs

The Hidden Blade – An expert at stealth based attacks as well as thrown weapons, gain **Assassin's Strike** + 1 Might + 2 speed when performing a surprise attack.

Equipment– one light melee weapon and one light ranged weapon with 20 ammo, lock pick*2, black hooded clothing, Ration *2, light armor – total weight 25lbs

The Craftsman – A Master in the art of building, repairing and developing new items, gain **Builder's Insight** + 4 bonus to all rolls to craft and repair.

Equipment– one light melee weapon, common clothing, crafting supplies *30, ration *3, Portable workbench, campfire, tent 30lbs

The Marksman – Expert at hitting targets with powerful ranged weapon's from afar, gain **Long Shot** + 1 Speed and + 1 Might when using a heavy ranged weapons heavy attack.

Equipment- one Heavy Ranged Weapon, Ration*2, common clothing, light armor, ammo *30 – total weight 45lbs

Disciplines of Defense

The Tower – well practiced in the ways the shield in both attack and defense, gain **Shield Bash** + 1 defense and + 1 might when using a shield to attack.

Equipment- one Medium melee weapon, Ration*2, Torch, guardsman's clothing, Heavy shield – total weight 50lbs

The Guardian – A righteous warrior out to defend his comrades, gain **Defensive Leap** + 3 defense when jumping in front of attack meant for another.

Equipment- one Medium melee weapon, Ration*1, common clothing, medium shield, medium armor – total weight 60lbs

The Colossus – An experienced user of massive armor, gain **Sentinel's Gaze** + 2 Defense when using heavy armor and staring down opponents, lose next moment action.

Equipment- one Medium melee weapon, Ration*1, common clothing, heavy armor – total weight 75lbs

The Vanguard – An expert in medium and light armor use, gain **Vanguard's Charge** + 1 Defense and + 1 Might when using medium or light armor and performing a takedown combat maneuver on an opponent.

Equipment- one Medium melee weapon , Ration*2, common clothing, light and medium armor, torch – total weight 60lbs



The Commander- Experienced in battle as well as siege warfare and preparing locations and people for the worst. Gain **Commander's Will** + 4 for all rolls to help fortify or prepare an area to be defended.

Equipment- one Medium melee weapon, Ration*2, common clothing, medium armor + helm, world map, tome of Sieges throughout history – total weight 50lbs

Disciplines of Intellect

The Ritualist – A skilled practitioner of rites and ceremonious incantations to dark gods of old, gain + 1 magic and + 1 defense when using rituals either divine or demonic as well as summoning magic.

Equipment- common hooded robe, common clothes, ration *3, ritual ingredients *30, ritual tools, scroll of lesser summoning, light dagger
– total weight 15lbs

The Primal Force – A Viscous mage of the elements, gain **Natural Power** + 2 Intellect when casting spells of elemental damage.

Equipment- common hooded robe, common clothes, ration *3, ritual ingredients *5, scroll of lesser earth, flame, frost or lightning, light melee or light ranged weapon. – total weight 15lbs

The Puppet Master – A twisted warlock of control and manipulation, gain **Dark Mind** + 2 Intellect when using any mental control based or illusion magic.

Equipment- common clothes, ration *3, ritual ingredients *10, scroll of lesser mind control, light melee or light ranged weapon. – total weight 15lbs

The Enchanter – An expert in the art in fusing power into other and transforming them into altered states, gain **Evolving Grasp** + 2 intellect when casting an enchantment on a player or item.

Equipment- common hooded robe, common clothes, ration *3, scroll of lesser enchantment, light melee or light ranged weapon. Portable enchanter's alter, enchantment ingredients *30. – total weight 10lbs

The Cleric – A Surgeon skilled in the art of healing injuries and mending bones, receive **Rejuvenation** + 2 bonus to all roles to heal and repair injuries inside and outside combat with magic or items.

Equipment– common hooded robe, common clothes, ration *3, ritual ingredients *5, scroll of lesser healing, injury kit *10, one medium mace. – total weight 20lbs

The Sage – A well-traveled student of the world, gain **Deep Wisdom** + 4 bonus to all Knowledge based checks.

Equipment– common hooded robe, common clothes, ration *3, ritual ingredients *20, scroll of lesser Knowledge, injury kit *5, one medium staff. Tome of history, tome of Beasts, tome of Kingdoms, Tome of Nature – total weight 15lbs

The Alchemist – A scholar in the art of potions poisons and combustibles, gain **Alchemist's Brew** + 4 whenever attempting to create potions and poisons,

Equipment– common hooded robe, common clothes, Ration *3, alchemy ingredients *20, potion of health *1, potion combustion *1, Poison *1, light dagger. Tome of Alchemy, alchemy lab. – total weight 25lbs

Enhancement – You choose to upgrade a Discipline add + 1 to the ability of whatever discipline you upgrade.

Custom – You can build a custom Discipline from an attribute for your character as well as with the approval of the GM.



Chapter 4. -Maneuvers

These work under the conditions specified in much the same way. Tell the GM your action, then roll against the set challenge rating to see if you succeed.

Combat Maneuvers – any form of physical assault that isn't a standard attack action – Example: trying to knock the opponent down, grapple them, or break their neck from behind.

Defense Maneuvers – any form of physical defense that isn't a standard defend action – Example: trying to parry an attack, or take a strike meant for a teammate.

Tactical Maneuvers – any form of movement based action that isn't a standard move action – Example: trying to dodge an attack, hide in a dark alley, steal a bag of coins, or spend an action aiming your bow to get a bonus on your hit roll.



Beast Maneuvers– these are maneuvers special to those bearing the Hunters' mark, where they attempt to use their nature to tame and control certain beasts, allowing them to ride them, keep them as pets, or use them and train them for battle. Only players with high nature should attempt this as

it leaves the player wide open for attack if the beast does not respond well. Players roll a nature roll to see if they can tame the beast. If they fail... GM inflicts consequences.

Special Maneuvers – any action the player feels falls outside normal gameplay. GM decides how to roll for it.

Known Beasts – As you hunt throughout the land, certain beasts will become familiar to you. You'll learn how to track them, sense their presence and all of their weak points, even how to use parts of them to build weapons and poisons. As such, any time you gain this level of familiarity with a creature, the GM will give you a Known beast skill, usable against or with this one type opponent. It can be anything from a simple + 1 when you fight them to a special way of striking their neck glands which kills them instantly. The severity depends on the level of knowledge you gained about the creature. Hunting down greater and legendary beasts may even grant you physical transformations and new specials from absorbing the beast's power, as attributes of that creature become yours.



Chapter 4. Player's Status

Health– this is your body. Every time you take damage, you lose body points. Everyone starts with 10 – at 0 you are down and must defend yourself from the ground; at -5 you are dead.

Injuries– your body has been severely damaged in a specific way. GM sets detriments to your player’s stats accordingly. These will either go away with time or treatment, but in some rare cases they may be permanent.

Conditions– you are being affected or even transformed by something. This can be anything from being poisoned, bleeding out, to a mind control or strength boost spell, even full polymorphism into a different being. GM will decide detriments or benefits of condition and any rolls involved.



Bestial Nature –if you come in contact with the Mist, the GM will ask you to roll a nature save. If you fail, your nature will be temporarily reduced. If it gets to 0

you will begin to lose your sanity and become a beast. This will give you increased might but greatly lower your defense. You will also have no way to communicate with your comrades.

Levels – levels are gained by slaying the greater and lesser beasts and abominations that now inhabit the world. Each one has its own class and exp value. You can also gain exp for learning new abilities, completing challenges, and seeking out new

knowledge of the world – this is explained in full in the Beast Hunt section. You start with 0 exp and at level 0 you need only 1 exp to level, but each time after that it doubles. Example: level 2 you need 2 exp; level three 4 exp; and level four requires 8.

When you level, your Body gets +3 and you get 3 points to put into your attributes, and one discipline of your choice automatically gets upgraded then you choose another discipline skill or spell to upgrade or learn a new discipline entirely.



Chapter 5. Spells

Learning Spells– magic users can alter reality using their own personal energy or by making pacts with other entities and using theirs. As such, at their full strength there is very little they can't do, but Spells are hard to perform without guidance– you have to find and learn more spells from books or absorb the knowledge from rune shards, for more on that see the rune shards section. Books are less predictable but easier to find and buy. Spells learned are

easier to roll and can be upgraded at + 1 per point when you level.

Starting Spells –Players with at least 5 in intellect can cast lesser spells and Cantrips. They start with one known spell. They define the spell with GM approval, at 10 they can cast greater spells. Players with 20 can cast grand spells, and players with 30 can cast epic spells. Once you get to 50, you enter the realm of the world-changing, legendary spells. Rituals can boost you one tier higher up to epic. GM decides what are spell limits, but here are some examples –

Light – bring light to area– Cantrip

Flame bolt –small fire damage at range – Lesser spell

Fireball – large fire damage at range – Greater spell

Wall of flames – Massive flame damage over area – Grand

Inferno – Superior damage over area with conditions –Epic

Summon Archon Phoenix – Summon legendary beast –
Legendary

Casting– When casting an unknown spell, the player gives up an entire turn and states what they want the spell to do. The GM will then tell them what they roll or do to achieve this spell and how long it will take to perform. Remember: the level of your intellect determines your ability as a caster, and attempting a great spell with little skill can be

disastrous for the entire party. Casting a known spell just takes an attack and standard action. You can still move.

Augmenting Spells– magic users can use the augments they have on their intellect to add effects to all of their spells. Example: a player with a flame rune augment to Intellect when attempting a disarm spell on an opponent can cause the metal to become too hot for them to hold, disarming them and dealing heat damage.– i.e., you roll for the disarm spell, and the heat damage is your augmented bonus. If just throwing flat out fire ball, the casting roll is made easier.



Spell Defense– successful spell effects that are not blocked by other forms of magic are often automatic. However,

depending on the spell, the GM may give the characters defending against it a chance to roll an Intellect or Speed save to resist or get out of the way.

Rituals—attempting to create a great magical effect is always best done with a ritual. These take more time to prepare than other spells and usually require specific ingredients. The GM tells the player what they need to have, and then they spend the time and roll for its effectiveness. Note: a ritual performed in full will always achieve its goal, but its strength and duration depend upon the player's roll.

The Price— magic does not consume uses per day or mana points as in other games. In this world, the magic you can perform depends on three things: your skill, your ingredients, and time (as spells can exhaust your stamina). The spells available to you grow the more you understand this realm of arcane, and the spells will take less time and ingredients, and you will become capable of performing more. Spells require complex movements and gestures, so players must have at least one hand to perform. Wearing heavy armor will also make casting more difficult by -2 to roll. Having two hands free gives you a +1.

Basic Requirements – 3 might

Medium – types: long swords, maces and spears

Wounds (2-3) full round bonus $-+ 2$ wound base (3-4)

-2 defense

Basic Requirements – 6 might

Heavy – types: Great Swords, Giant Clubs and Battle Axes

Wounds (3-4) full round bonus $-+ 3$ wound base (6-7)

-4 defense

Basic Requirements – 9 might

Note – These are level one weapon examples; damage and requirements should grow given the level of weapon.

Ranged Weapons–

Range– players are either: **Engaged**– right in front of each other, **Close** – 20 to 50 feet away, **Far** – 60 to 150 feet away, **Distant** – 160 to 250ft away, or **Out of Range** from each other. Guns like pistols and muskets exist but are rare. Their damage is the same as any other ranged weapon of their type (light medium heavy) but $+ 2$ wounds. However –

they can't be fired again until you have used a standard and a movement action to reload.

Light – types: short bows, throwing daggers, blow darts and one handed crossbows



Wounds (1-2) full round bonus -+ 1 wound base (2-3)

Basic Requirements – 1 Might 3 Speed – Range- Close

Medium – types: long bows, compound bows and javelins

Wounds (2-3) full round bonus -+ 2 wound base (4-5)

-2 defense

Basic Requirements – 4 might 4 speed – Range- Far

Heavy – types: Great Bows, Giant Crossbows and Throwing Spears

Wounds (3-4) full round bonus $-+ 3$ wound base (6-7)

- Reload = can't move or perform standard action attack next turn and -2 defense

Basic Requirements – 6 might 7 speed **Range- Distant**

Bonuses /Detriments– you get $+ 2$ might $+ 1$ for every 5 in might when attacking with a medium or heavy melee weapon held in two hands but $- 1$ speed and -1 defense. Heavy ranged weapons always require two hands, heavy melee weapons require two hands unless you have double the requirement strength. Medium and heavy Ranged weapons get -4 to hit rolls in close combat, and light melee weapons can use either speed or might as their attack roll.

Requirements – weapons have certain requirements in order to be used. For melee and ranged weapons, if the requirements are not met, weapon is used at -4 wound base; i.e., $2-3$ becomes $1-1$ weapon can't go below 1 wound base. A magic weapon whose requirements are not met can't be used at all – the Intellect requirement for the weapon and the spell it casts is decided by the GM.

Enhanced Weapons– weapons can have more advanced requirements and enhancements at the GM's discretion. Enchantments come in the form of long sword + 1 + 2 and so on up to 20 this provided a bonus to the weapon's hit roll. Certain weapons can also carry up to 3 rune augments.

Mystic Weapons–

Light – types: wands, trinkets and jewels

Casts a spell certain times per day

Basic Requirements – ??? Intellect

Medium – types: staves, artifacts and large medallions

Casts a spell certain times per day

Basic Requirements – 3 might ??? Intellect

Heavy – types: Great staves, Giant skulls and caldrons

Casts a spell certain times per day

Basic Requirements – 5 might ??? Intellect



Dual Wielding – must have both weapons' might requirements in Speed as well or there is no benefit. Example: for a standard long sword dual wield, you need 6 in might and 6 in speed. If you do add the weapon's lower wound damage to your rolls to hit, for instance, a light dagger would give you plus 1 where a heavy great sword would give you + 3. Note: when dual wielding you may use speed or might for your attack roll.



Chapter 7. Armor

Types– Armor comes in three major types: Light Medium and Heavy. These each have requirements to wear properly and each changes your ability to move when you wear it.

Light – types: Leather, hide, and light chain

Defense + 3 Speed -0

Basic Requirements – might 3

Medium – Chain mail, Light plate and Scale mail

Defense + 6 Speed -2

Basic Requirements – 7 might

Heavy – types Full plate, Black iron and Bronze mantle

Defense + 8 Speed -3

Basic Requirements – 10 might

Enhanced Armor– Armor follows the same rules as weapons with the exception that bonus simply add to defense. For every point over the requirement of might, you have to drop the speed detriment by 1.

Helms – Armor is considered a full suit covering legs, arms and chest. However, having a helmet is not part of it. Helms can add + 1 to armor at a cost of 10lbs to weight. This can change based on the type of helm at GM's discretion.



Chapter 8. Shields

Types– Shields come in three major types: Light, medium and heavy. These each have requirements to wear properly and each changes your ability to move when you use it.

Note: If attacking with shield, light and medium are treated as light melee weapons for damage, but heavy are treated as medium.

Light – types: buckler, light wood, and guarded gauntlet

Defense + 1 Speed -0

Basic Requirements – might 4

Medium – Kite shield, Reinforced wood, and Knights guard

Defense + 2 Speed -1

Basic Requirements – 7 might

Heavy – types: Tower Shield, Heavy Iron and Steel Circle

Defense + 4 Speed -2

Basic Requirements – 10 might



Enhanced Shield– Shields follows the same rules as weapons with the exception that bonus add defense to hit roll if performing a shield bash.



Chapter 9. Combat

Actions– Characters get the following actions in combat: a move action to cover distance across the board; a standard action to perform quick noncombat based tasks; and an attack action to damage the opponent one per every 5 levels starting at 1.

Attack– your attacks come in three different weights: light + 2 defense this round -2 roll to hit; standard no change; and heavy + 3 to hit -2 defense.

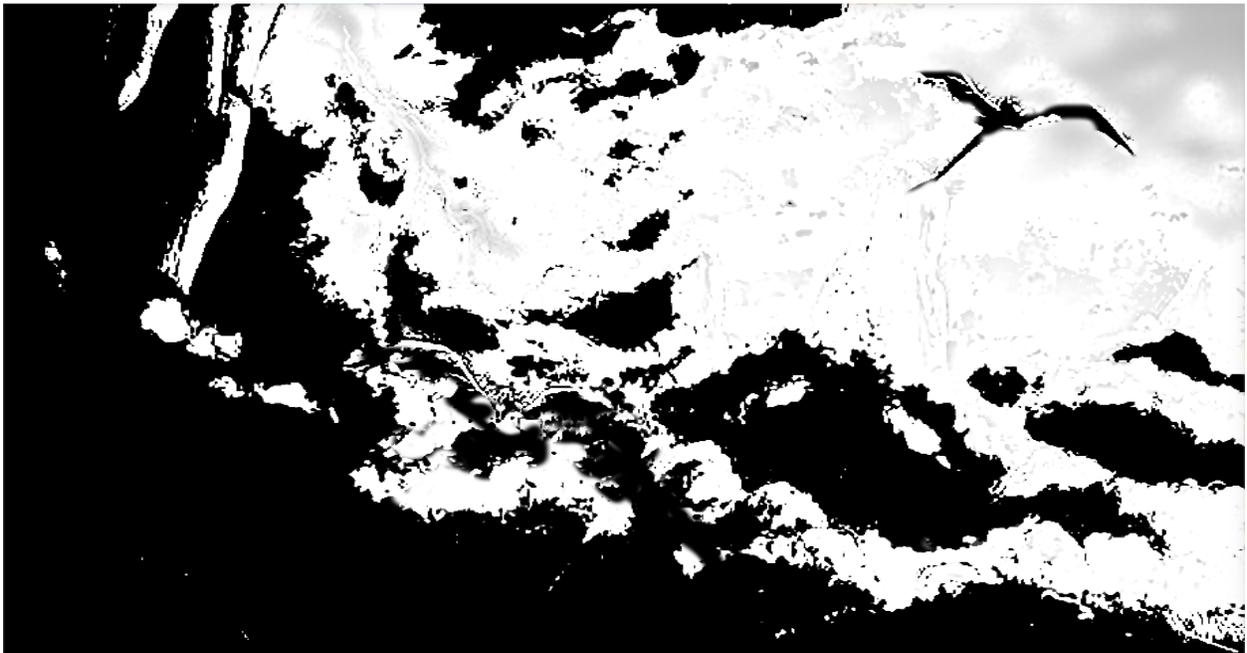
Custom Attack– you may also use a full round action to perform an attack specially described by you with benefits given by the GM. Note: all enemies have a weakness, and often a custom attack is the best way to exploit it once you are aware of it. Also, this allows you to perform multiple attacks or movements, if you wish, with the cost being the roll becomes more difficult. The GM makes the final call, but in general the roll difficulty should get + 4 for each additional movement beyond the first and + 7 for each additional attack. Remember: if you fail you do no damage.

Custom Enhancement– success with a certain type of custom attack multiple times may result in the GM granting it to you as a known special move which you can put points into to boost chance of success when you level. This works for spells as well. Any point placed in it gives it a + 2 bonus.

Combined Attack/Maneuver – if two team mates are within 10 feet of each other, they may perform a team attack. This works the same as a custom attack but with an automatic + 2 to both players rolls to hit / succeed.

Standard Action– used to perform quick tasks in battle, such as changing weapons, drawing your weapon, tossing an ally

an item, preparing a shot with the bow, studying the opponent, or switching your grip. Note: studying the opponent can be given as many actions you want; the more you give, the better the chance you will notice something important about your enemy.



Damage- look at your roll to hit versus opponent's defense. If you are tied, use your weapon's first wound number; if not, use the second; if you are at least 2 over add + 1 and for every 5 over roll a single d6 for bonus damage- for every 10 over you go add an a status effect of bleeding knockdown or disarmed -Natural 20s are critical auto + 5 wound and status effect-

Damage Types -there are three types of physical damage: blunt, slashing and pricing - projectiles deal pricing damage

– blades do slashing – and maces and hammers do blunt. This matters as some enemies have specific weakness to certain damage types. Your GM has the final say in what damage type your weapon is and what creatures are susceptible to it.

Hitting – roll 1 d20 plus your skill in the weapon; i.e., if using a ranged weapon + speed, if using a melee weapon use might, if casting a spell use Intellect.

Movement Action– used to move 10ft for every point in speed you possess + an additional 1half speed rounded down *10ft if you give up your attack action.

Defend Action– you can give up your attack action to defend instead this will give you 5+ your current level to your defense for the next round. If the opponent rolls a critical failure or 1 against you while defending, you get an immediate counter attack against them; also critical attacks get no bonus dam against you.

Counter attack– if you have not moved this round when an opponent attacks, you may attempt a counter attack. If you

succeed, deal damage as normal opponent loses their turn; if you fail, you take double damage from the attack.

Surprise Attacks– opponents caught unawares when you attack them are not given any armor bonus to their defense when you roll to hit.

Defense Maneuvers / Tactical Maneuvers can be used if you haven't moved this round. These include such moves as: parry and dodge. If you succeed, you take no damage, but be warned: if you fail, you will take bonus damage or a condition effect at GM's discretion.



Death– if a character reaches 0 wounds, they are downed, can still attack and can't move; if they make a kill in this state, they rally + 5 wounds; if their wounds hit -5 they are dead. However, Hunters are bound together through the power in their blood, so a downed player can be revived by another. If they are outside combat, player revives at half life rounded down.

Skill Checks / Challenges will be called for by the GM when you attempt certain actions or when enemies are attempting actions against you for this roll a d20+ your attribute that governs the ability being used. Example: Reading an ancient text use Intellect, a roll to resist a tackle to the ground by an assassin use Might, and so on. Note: performing actions together as a group can give you an added bonus.



Chapter 10. Equipment

Weight– All equipment you use has weight. Your carry limit is 30 + 10lbs for every point in might – for every 10lbs over you go, you lose 2 points of speed to a minimum of 1. If you are 50lbs under your weight limit, your speed gets a + 2 bonus; also if you weigh less than 50lbs get a + 2 bonus to casting spells.

Money– the world that's left mostly trades for goods, but gold and silver are still used in some places. 100 silver makes 1 gold.

Types– There are many different types of equipment items in the world. These are the main branches you are likely to find:

Weapons and Armor– the tools of war grant you greater attack and defense capabilities

Garments– clothing of the world: certain areas of extreme heat and cold require specific clothes to survive; also, they can affect how people respond to you.

Food and Drink – the sustenance of life; you must consume food at least once a every 2 days and drink every day or begin to starve. Restores small amount of health when consumed.

Scrolls/Tomes –the tools of knowledge; these can be used to learn new skills, spells and secrets of the world and the creatures within; they are extremely rare and valuable.

Adventures Gear – exploding potions, grappling hooks, arrows and antidotes; anything you could use to get an edge in the coming fight for your survival.

Odds and Ends – miscellaneous junk – with high intelligence can be combined into useful items.

Enchanted/Cursed – any of the above with magical properties.

Loot – gems, jewelry, gold and silver

Unknown – an item you do not recognize.

Rune Shards– the source of magic and power within your world, they often hold essence fragments of your reality that can grant you wondrous abilities or be used to tremendous destructive effect.

Slandered Guide Lines – each item's weight, price and effects are up to the GM to assign, but here are a few general circumstances for handling weight and price:

Weapons and Armor –Heavy, very expensive – 5-50 pounds

Garments – average and inexpensive – 0.5 –10 pounds

Food/Drink–Light and moderately expensive – 0.5-1 pounds

Odds and Ends-Light, mostly worthless - 0.5-1 pounds

Scrolls/Tomes-Light, extremely expensive - 0.5-5 pounds

Adventurers Gear-average, average worth - 0.5-10 pounds

Rune Shards- average weight, priceless - 1-10 pounds

Loot - light, expensive -0.5-1 pounds



Chapter 11. Rune Shards

Augmenting- rune shards are the crystalized pieces of the old world that were scattered all across the land in the same eruption that brought about the coming of the Mist and the

end of civilized world. These are the most powerful and useful items in the game and have many uses. The first is Attribute augmenting. A rune shard can be used to add attributes to add effects and resistances to your character's 6 main attributes: Might, Speed, Body, Intellect, Defense and Nature.

These can each be augmented with one rune adding effects to their normal uses – example– a rune of flame –

Might– would allow you to choose to have those you grab or hold be damaged by heat

Speed– would allow you to choose areas you are moving through to catch fire

Defense– would give a massive boost to your defense against fire

Intellect – add additional heat damage to spell effects

Body– would allow you to do heat damage to those you strike you

Nature– would allow your words to instill crippling fear, love or obsession with flame into people's minds.

Enhancement– rune shards of the same type can be combined together to form a more powerful shard.

Example: two flame shards could be combined into a flame shard+ 1 up to + 5, where it moves on to a new name: greater flame shard. Another 5 mergers will make it a grand flame shard. At this stage, the rune's effect, whatever that may be, is given a + 10 – it may even evolve in name to something like an inferno shard.

Detonation – shards are, however, very unstable and can also be used as a weapon directly. When hurled with great force, upon impact a rune shard will explode and deal damage to all those around it relative to its type and level of power.

Enhancing Weapons –weapons with shard sockets can be augmented with a rune shard. This is similar to when you augment might, but the effects happen when you score a successful attack. Weapons can have up to three shard sockets.

Learning Spells – Perhaps the most valuable thing to gain from rune shards happens when one attempts to absorb their knowledge of the mystic arts and make it one's own. Any character can attempt this, but only those with enough intellect to understand the spell will learn it; any other character will simply have wasted the rune shard.



Limits– a rune's augmented effects to either weapons or stats are not permanent. They last one full hour before dissipating. Spells learned from runes,

however, are permanently learned, but a greater rune can be used to add minor permanent enchantment to a blade. Example: greater rune of flame could add +2 fire wounds permanently onto your attacks with that weapon. Stronger runes can be used the same way with increased effect – a weapon or armor can only carry one permanent enchantment at a time. Runes used this way are consumed and lost.



Rune Shard Types – runes can come in any form the GM can think of, from fire and ice to runes of

pacifism and the divine. In general, they follow from the disciplines of magic. Here are some basic examples:

Elemental– does damage or causes conditions based on element type – **Fire** – **Water** – **Frost**– **Earth** – **Air** – **Metal**– **Poison**– **Lightning**.

Mind– does damage or gives control based on mental effects– **Fear**– **Control**– **Foresight** – **Madness**– **Telepathy** –**Force**

Enchantment– causes conditions or alters objects based on enchantment type– **Upgrade** – **Decay** – **Reinforce** – **Revive**– **Destroy**– **Polymorph** – **Mutilate**– **Curse**–**Banish** –**Pacify**

Ritual – causes conditions, damage or summons forth entities from other planes based on ritual type– **Divine** – **Demonic** – **Abyssal**– **Summoning** –

Abomination- Healing- Light- Dark -Beast-Undead -
Time

Custom Runes – these are just some of the examples of different rune types in the world.

GM can build in any runes they want and sometimes best to give players option of simply writing down a bunch of types they'd like to see in the game and then building them in.



Chapter 12. The World Of Dark





The Old Kingdom— once the jewel of all the lands' civilizations, made up of hundreds of city states banded together... now nothing more than a cracked and crumbled ruin, stretching on and on for miles. When the Mist began crossing the sea after its release, no one thought it would ever reach as far as the Kingdom ... but they were mistaken. All that remains are tunnel Wurm beasts, giant creatures of tooth and scale, that breached the great city walls, and the hallowed wails of the dead.



Daile Dunbar – A holdfast of brittle, cold ice and rock, it has often been called the land that was too cold to conquer, as it stood for many years unclaimed by any major force. The only people who ever called it home were the Dunbar Nomads, mountain folk who moved across the valleys and peaks of the frozen land. Staying too long in any one area means almost certain death. This remains one of the few locations yet untouched by the corruption of the Mist. But that holds little solace as the beasts of those tall peaks are dangerous enough as is. The Felvar pale, white scorpions, as large as houses, are its most notable foe



The Shadowlands – This used to be a land of rich hills and valleys filled with life before the Mist came. Now it is home only to the Old Ones of the Mist, the most powerful and deadly of the corruption beasts. The Daemons were the first to challenge the Mist when they assembled the Black Crucible largest demon army ever made of over 100,000 warriors. But they were reduced to a few desperate platoons in under a month. The Daemons alone were no match for the dark of the Mist once it encompassed them. Now the Shadowlands are the most dangerous place in the world, but they say those who hunt there and return come back with powers unlike any of this world.



The Reach – Once a small group of island cities, now the Reach is the last home of the civilized world. When the Mist came, the people of the world fled, mostly in ships, and, as fate would have it, the currents, wild with storms at the time, brought many of those people to the Reach. From there, they began building and fortifying their position, trying to make something new out of the rubble left in the wake of the Mist's destruction. A year later, it became the one safe haven from the horrors of the outside world. Now, to many, the world only exists as two places: the safety of the Reach and the Infinite danger of the Mist, a place now often referred to as the Hunters' Dark.



Serif's Edge – When the world, fell practices of the ancient ritual arts of the Old World were naturally the first to be blamed. As such, when both parties found themselves struggling for survival in the Reach, it wasn't long before the tension between them came to a boiling point. The practitioners of the old arts grew tired of the fear their presence was causing, so they left for the far side of the isle, a place only inhabited by monsters. They built a new fortress there to hide their secrets away. Since then it has come to be known as Serif's Edge after their leader grand magister Abdallah Serif. Now, very few venture in or out of that place, and there are many who believe it to be just as cursed as the rest of the world.. if not more.



Marubai– Standing beyond the Reach and far south of Serif’s Edge lies the vast scorching desert of Marubai. Ever the Province of Death, the coming of the Mist changed these barbaric lands very little. They are still ruled mostly by the Sand Nomads and a horrific tribe of Blood Magi. These Nomads are well known to have a strong taste for human sacrifice as well as human flesh. However the land is not completely without value for deep beneath the sands is said to hold the lost civilization of Ekotale, the old masters of the rune shards and all forms of the Arcane. Their library of Ja-Kal contained more Secrets than all the world combined.



Ravaka– Past the ever shifting sands of Marubai, on a continent far away from the ruin of the Old Kingdom, lies the dense jungle forest land of Ravaka. It is the largest Jungle in the known world stretching over hundreds of miles. Its exact size is unknown for much of it remains uncharted as it is not only the largest jungle known to man but also the most dangerous. From the Ancient Tevok spider's acidic toxins to the dread wood plant's ravenous vines that feed on anything that get within their reach, it's no wonder Ravaka is not a favored spot for civilization. However, the plants there are used to make the strongest healing remedies and poisons in the world.



Chapter 13. The Beast Hunt

Encounters– Beasts of the Mist are everywhere at present, and you will find no shortage of them as well as various NPCs of the many races that survived the Mist thus far. Handling building creatures and NPC's of the world is relatively easy:

1. put points into the same stats the characters have at the appropriate challenge rating
Lesser 9 + players level

Standard 20 + player level

Greater 36 + player level

Colossal 50 + player level

Epic 90 + player level

Abyssal 150 + player level

Nightmare 250 + player level

2. give them weapons/ armor

3. give them spells and/or ability's and weaknesses

Slaying Beasts– Handling building the Beasts of the Mist is almost the same. They follow the same system for challenge rating, but at a + 5 for each level of challenge, so a lesser beast gets made with 14 point not 9, and a standard one gets made with 30 not 20, and so on.

Bestial Powers – after giving them whatever weapons armor spells and abilities you want them to have, they should also get 2 – 5 bestial powers from the list below, the strength of which is relative to their

challenge rating. These are the powers hunters get a chance to absorb when they defeat the beast.

Terrifying Presence – Seeing it causes Fear

Toxic Claws – attacks are poisonous

Rage – at half health Might gets huge boost

Toxic Fumes– getting near causes poison

Burning Gaze – eyes can cause fiery combustion

Iron Hide – huge boost to defense

Shrieking Howl– Its cry can stun all within earshot

Deadly Breath– can release breath as elemental weapon: fire, frost, lightning or acid

Shockwave– smashes the ground around it, dealing damage as it moves

Entrancing Aura– can influence players thoughts

Whipping Tail – can use tail as weapon

Hurricane Wings– can fly and use wings as weapon

Daemons Speed– huge speed boost

Dark Intellect– is immensely clever and can use magic

Shredding Claws/Jaws – attacks do great physical damage and cause bleeding

Spiked Hide – attacking in Melee causes damage to you

Elemental Cloak– getting too close causes damage of a chosen element

Custom – GM builds their own

Bestial Weakness– Next set its bestial weaknesses. It should have basic ones that the hunters could discover by chance, like weakness to piercing damage or cold. Then set a far bigger one that is its grand weakness; this should be more complex and specific and should be something the hunters must work to figure out. Example: frost magic used on the creature's feet in light of the full moon paralyzes it almost completely.

Beasts Heart– Beasts are made from the Mist and therefore have its power woven within their very core. Every beast’s heart is a rune shard cluster, the strength of which depends on the beast itself.



This concludes the compendium edition 01 of Hunters’ Dark. As you take your first steps in this dark and dangerous world, remember well the words of the Hunter: “What stalks this night and seals the light, what evil glides on winged might, what fear unleashed upon your sight, come to my blade… and end your life”. **Let the Hunt Begin..**

Davock Bloodhold

Race - Vore



Might- 8

Speed- 5

Intellect- 3

Defense- 17

Body- 14

Nature- 1

Dicipines - the Kight - The Beserker

Tar Karak

Race - Tevok



Might- 2

Speed- 9

Intellect- 3

Defense- 15

Body- 12

Nature- 2

Dicipines - the Archer - The Hidden Blade

Vaylen Cread

Race - Human



Might- 7

Speed- 3

Intellect- 3

Defense- 20

Body- 10

Nature- 6

Disciplines - the Guardian - the Tower

Igol Al-tramraila

Race - Fay



Might- 3

Speed- 4

Intellect- 9

Defense- 12

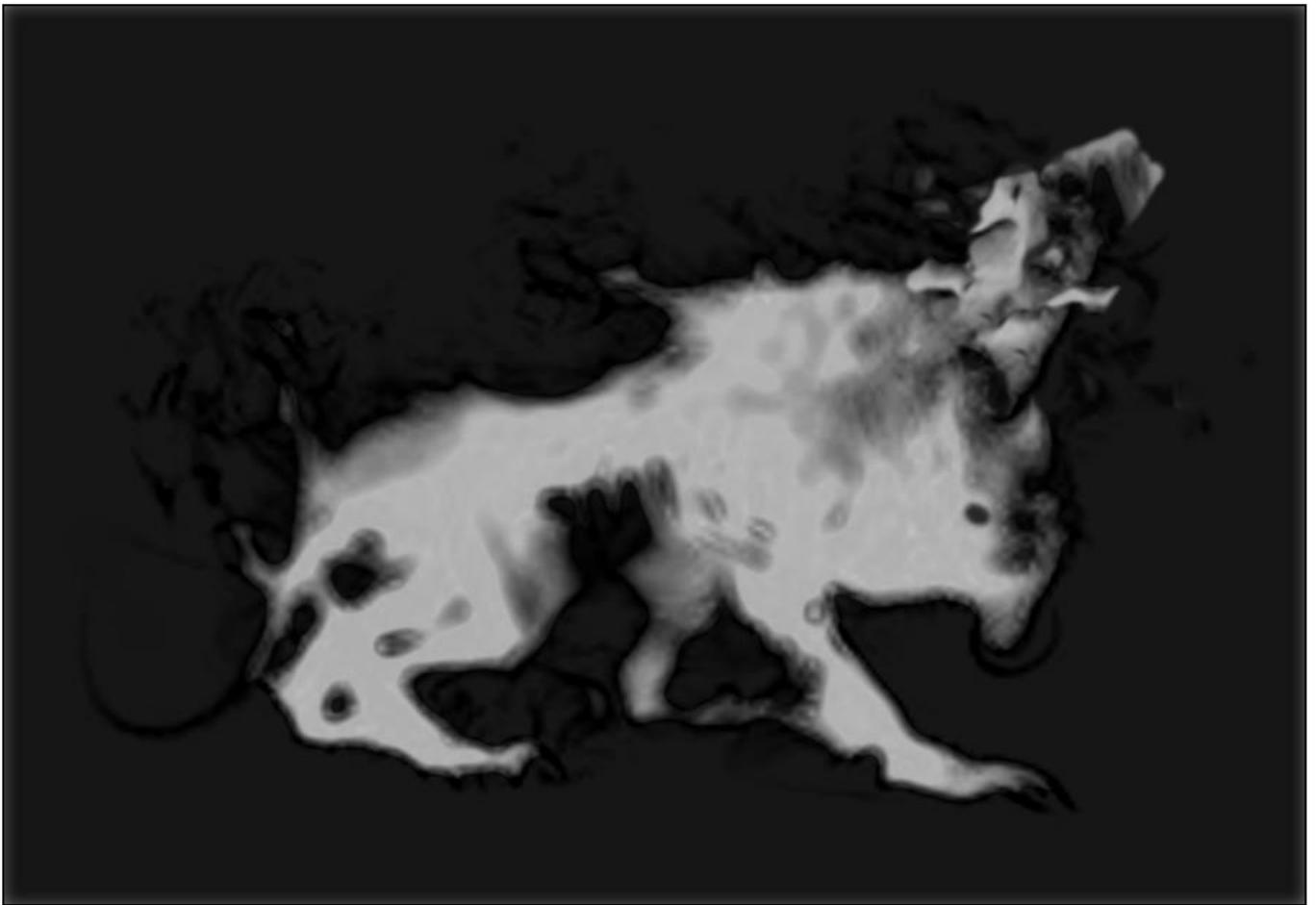
Body- 10

Nature- 2

Disciplines - the Primal Force - the Ritualist

Moku-The Twin Headed Jakel

BEAST



Might- 5 Speed- 15 Intellect- 30

Defense- 19 Body- 88 Nature- 0

Powers

Dark Intelligence, Grand Spells of Dark Flame

Vanos-The Crawling King

BEAST



Might- 7 Speed- 13 Intellect- 30

Defense- 20 Body- 100 Nature- 0

Powers

Dark Intelligence, Epic Spells of Corruption and Acid

Dulgundar-The Death Maw

BEAST



Might- 9

Speed- 7

Intellect- 0

Defense- 14

Body- 110

Nature- 0

Powers

Spiked Hide, Shockwave, Fast Self Regeneration.

Soldar-The First Nightmare

BEAST



Might- 18

Speed- 3

Intellect- 1

Defense- 20

Body- 200

Nature- 0

Powers

Rage, burning gaze, Summon living Fears

HUNTERS DARK

NAME _____ RACE _____

SPEED



INTELLECT



MIGHT



DEFENCE



BODY



NATURE



LEVEL _____

WEAPONS / ARMOR

DISCIPLINES

GEAR

MAX WEIGHT _____ CURENT WEIGHT _____

RUNE AUGMENTS

KNOWN BEASTS



KNOWN SPELLS / ABILITIES

