

NAME




Names: Kornelius, Akah, Natokh, Jagara, Willa, Nayda, Hurrick, Char, Sauro, Addicus, Mongo, Ta-She, Zaxx

LOOK

Golden Eyes, Slit Pupils, or Bulging Eyes
Short Fur, Leathery Hide, or Tanned Skin
Crude Leathers, Tattered Robes, or Elaborate Body Designs
Hunched Body, Willowy Body, or Lean Body

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

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
<input type="checkbox"/> WEAK -1	<input type="checkbox"/> SHAKY -1	<input type="checkbox"/> SICK -1	<input type="checkbox"/> STUNNED -1	<input type="checkbox"/> CONFUSED -1	<input type="checkbox"/> SCARRED -1
STR	DEX	CON	INT	WIS	CHA

DAMAGE  ARMOR  HP  CURRENT MAX YOUR MAX HP IS 10 + CONSTITUTION

ALIGNMENT

- GOOD**
Endanger yourself to combat an unnatural threat.
- NEUTRAL**
Teach someone the ways of your people.
- CHAOTIC**
Eschew a convention of the civilized world.

STARTING MOVES

- BEAST-BLOODED**
Your heritage includes the blood of a beast or a monster. Describe your species, appearance, and cultural heritage, choosing anything or any combination of things that sounds interesting to you. Choose up to three heritage moves to start with, based on the monster moves that best match your heritage. Then choose a method of how you honor your heritage:
- Acquiring lost knowledge and technology
 - Proving your might or superiority
 - Guarding or purifying the natural world
 - Enforcing your people's code of honor
 - Obeying your elders
 - Venerating your ancestors or ancestral deity

BACKGROUND

- WARRIOR**
Your damage die is a d10, and choose one of the following tags to add to your natural weapons from Fight Like a Beast: messy, forceful, or precise.
- HUNTER**
Add either "Track by scent" or "Move silently" to your list of heritage moves. This does not count towards your maximum number of heritage moves.
- COUNSELOR**
You may be a Beast, but you're not uncivilized. When you Parley, you roll with WIS instead of CHA.
- NOMAD**
You've travelled the wide world over. When you **arrive in a steading**, ask the GM about any important traditions, rituals, and so on, they'll tell you what you need to know.

When you **gain a new appreciation for your heritage**, add a new heritage move or change an existing one, up to a maximum of three.

BLOOD AND TRADITION

At the **beginning of a session, or when you honor your heritage**, roll+CON. *On a 10+, hold 4. *On a 7-9, hold 3. *On a 6-, hold 2, in addition to whatever the GM says. Spend a hold to make a heritage move; no other roll is necessary, you just make that move.

FIGHT LIKE A BEAST

Your horns, fangs, claws, or talons are lethal weapons with a range of hand.

KING OF THE JUNGLE

You can speak with and understand animals, and even closely study them and Parley with them as if they were people. When you **exert your will over a wild animal**, roll+WIS. *On a 10+, the animal will perform one simple task for you before departing, to the best of its ability. *On a 7-9, the animal will either run away or attack you, your choice.

BONDS

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

- _____ thinks I am a monster; I'll prove them wrong.
- _____ wouldn't last a day in the wild without me; I'll teach them how to survive.
- I owe _____ a debt of blood that I have yet to repay.

HERITAGE MOVES

_____	_____
_____	_____
_____	_____

GEAR

Your load is 8+STR. You start with dungeon rations (5 uses, 1 weight) and an item that symbolizes your heritage, describe it! Choose your armament:

- Spear (reach, thrown, near, 1 weight) and hunting knife (hand, 1 weight)
- Makeshift club (close, 2 weight) and adventuring gear (5 uses, 1 weight)

Choose one:

- Antitoxin
- Poultices and herbs (2 uses, 1 weight)
- Hide armor (1 armor, 1 weight)

ADVANCED MOVES

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

EYE OF THE TIGER

When you **mark an animal** (with mud, dirt, or blood), you can see through that animal's eyes as if they were your own, no matter what distance separates you. Only one animal at a time may be marked in this way.

FAIR FORM

With a bit of a disguise, such as a hooded cloak, you are able to hide your heritage and pass as a member of another race, as long as you don't use your heritage moves or draw attention to yourself.

FORAGER

When you **Make Camp in the wilderness**, you and one other person don't need to consume a ration.

NIGHT-EYES

You can see clearly in the faintest of light; even starlight is enough for you.

PACK LEADER

Choose a second way you can honor your heritage.

PATHFINDER

You know places in the wilderness where secret paths lie unseen. When you **travel by a hidden path through the wilderness**, roll+WIS. *On a hit, it leads you where you want. *On a 7-9, choose a difficulty:

- Others find the way who did not know it before
- The journey takes much longer than it seemed to
- The way is long and hard; each person who takes it must mark the debility weak
- You encounter some danger upon the road

PREDATORY INSTINCT

When you use a heritage move, take +1d4 damage forward or +2 armor forward.

SAVAGE BEAST

Gain a non-multiclass move from the barbarian or ranger playbooks.

SHARP SENSES

When you **Discern Realities about a location**, add these questions to the list:

- How could I be accepted by the people here?
- How could I best attract attention here?
- What here is a source of evil?
- Where could I best hide around here?

TARZAN

When you **use a heritage move to evade harm or avoid an obstacle**, you may also bring someone else along with you safely.

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

AKELA

When you use King of the Jungle, on a 12+ the animal will either tag along with you and assist you for a while, in its own way, or you may command it to perform a very dangerous task for you.

ANCIENT HERITAGE

You may now have up to five heritage moves.

AWAKENED BLOOD

Choose another type of creature that has contributed to your heritage. When you change your heritage moves, you may take moves from this new heritage, if you wish. When you take this move, you may change one of your existing heritage moves to a move from your new heritage.

BLOODY ROAR

While you **are afflicted by fear, mind control, or enchanting magic**, you may ignore the effect as long as you attack the closest enemy in sight. If you have no enemies in sight, the GM chooses who you attack.

DIRE BEAST

Gain a non-multiclass move from the barbarian or ranger playbooks.

I AM THE TIGER

Requires: Eye of the Tiger

When you **touch and animal and push your thoughts into its mind**, roll+WIS. *On a hit, you can read the animal's mind and memories, reliving its past and seeing what it has seen. *On a 7-9, you have trouble separating these memories from your own, and you exhibit some aspects of the animal's behavior for a while after you break the link.

KILLER INSTINCT

Replaces: Predatory Instinct

When you use a heritage move, take +1d8 damage forward or +4 armor forward.

MONSTER BLOOD

When you roll for Blood and Tradition, you get +1 hold, even on a 6-.

NATURAL MEDICINE

Requires: Forager

When you **have time to gather supplies in the wilderness**, you can prepare a poultice that will heal one debility next time you Make Camp.

NOSE FOR TROUBLE

When **something hidden threatens you**, the GM will give you a warning in the form of a hunch about the nature of the danger, but not necessarily where it lurks.