




NAME

LOOK

Elf: Thrandir, Elrosine, Aranwe, Celion, Dambrath, Lanethe, Mariel, Xarai
Human: Jonah, Halek, Brandon, Emory, Shrike, Nora, Diana, Eli, Wulf
Orc: Kargek, Mordrog, Rashka, Gorthul, Throdok, Balchak, Harga

Wild Eyes, Sharp Eyes, or Animal Eyes
 Hooded Head, Wild Hair, or Bald
 Cape, Camouflage, or Traveling Clothes
 Lithe Body, Wild Body, or Sharp 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 8+ CONSTITUTION

ALIGNMENT

 CHAOTIC

Free someone from literal or figurative bonds.

 GOOD

Endanger yourself to combat an unnatural threat.

 NEUTRAL

Help an animal or spirit of the wild.

STARTING MOVES

HUNT AND TRACK (WIS)

When you **follow a trail of clues left behind by passing creatures**, roll+WIS. *On a 7+, you follow the creature's trail until there's a significant change in its direction or mode of travel. *On a 10+, you also choose 1:

- Gain a useful bit of information about your quarry, the GM will tell you what
- Determine what caused the trail to end

RACE

 ELF

When you undertake a perilous journey through wilderness whatever job you take you succeed as if you rolled a 10+.

 HUMAN

When you make camp in a dungeon or city, you don't need to consume a ration.

 ORC

Your traps always deal 2 damage as an additional effect.

CALLED SHOT

When you **attack a defenseless or surprised enemy at range**, you can choose to deal your damage or name your target and roll+DEX.

- Head *10+: As 7-9, plus your damage *7-9: They do nothing but stand and drool for a few moments.
- Arms *10+: As 7-9, plus your damage *7-9: They drop anything they're holding.
- Legs *10+: As 7-9, plus your damage *7-9: They're hobbled and slow moving.

TRAPPER (WIS)

When you **set a trap**, mark off one of your traps and describe how you set it, then choose two effects from the list:

- Deal your class damage.
- The target is ensnared, and cannot escape until it breaks the trap. Strong monsters can break out of the trap more quickly.
- The trap sets off a loud alarm. No matter where you are, you'll hear it or be able to sense when it goes off.
- The target's leg is crippled; it cannot run until the injury is healed.

When a **monster stumbles upon your trap**, roll+WIS. *On a 10+, you get both effects. *On a 7-9, you get one, your choice.

The maximum number of traps you may have active is equal to your WIS. Materials for traps cost 3 coins and have 1 weight for each.

BONDS

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

I have guided _____ before and they owe me for it.

_____ is a friend of nature, so I will be their friend as well.

_____ has no respect for nature, so I have no respect for them.

_____ does not understand life in the wild, so I will teach them.



THE HUNTER

LEVEL XP

GEAR

Your load is 11+STR. You start with dungeon rations (5 uses, 1 weight), leather armor (1 armor, 1 weight), Hunter's bow (near, far, 1 weight), bundle of arrows (3 ammo, 1 weight) and 3 traps (1 weight each). Choose three:

- Short sword (close, 1 weight)
- Spear (reach, 1 weight)
- Adventuring gear (5 uses, 1 weight)
- Bandages (3 uses, 0 weight)
- Antitoxin (0 weight)
- Bundle of arrows (3 ammo, 1 weight)

ADVANCED MOVES

You may take this move only if it is your first advancement.

HALF-BLOOD

Somewhere in your lineage lies mixed blood and it begins to show its presence. You gain the human starting move if you are an elf or an orc. If you are human, you gain the elf or orc starting move.

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

WOLF PACK

When you successfully Aid someone you take +1 forward as well.

FAMILIAR PREY

When you **Spout Lore about a monster** you use WIS instead of INT.

CAMOUFLAGE

When you **keep still in natural surroundings**, enemies never spot you until you make a movement.

BLOT OUT THE SUN

When you Volley, you may spend extra ammo before rolling. For each point of ammo spent you may choose an extra target. Roll once and apply damage to all targets.

FOLLOW ME

When you **undertake a perilous journey** you can take two roles. You make a separate roll for each.

A SAFE PLACE

When you **set the watch for the night**, everyone takes +1 to take watch.

IMPROVED TRAPS

When you set a trap, choose one additional effect, and add the following to the list of trap effects add the following to the list of trap effects:

- The trap also affects anyone close to the target.
- The trap moves the target a short distance.
- The trap is especially difficult to detect and disarm.

When the trap is sprung, on a 10+ you get all three effects. On a 7-9 choose two effects, and on a 6- you still choose one.

NATURAL CUNNING

Get one move from the druid or thief class. Treat your level as one lower for choosing the move.

TERRAIN ADVANTAGE

Choose a land from the druid's Born of the Soil list, adding "the Great City" to the list. While you are in your chosen land you take +1 ongoing to Hunt and Track, and you don't spend materials to set traps.

TACTICAL EYE

When you Discern Realities add these options to the list of questions:

- What is my best escape route?
- Where is my best cover?
- Which of my allies is the most vulnerable?

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

HUNTER'S PREY

Replaces: Familiar Prey

When you **Spout Lore about a monster** you use WIS instead of INT. On a 12+, in addition to the normal effects, you get to ask the GM any one question about the subject.

BULL'S-EYE

When you Volley, on a 12+ you also damage your target's arms, legs, or head as if you had made a Called Shot.

BLACK ARROW

When you **know your target's weakest point**, your arrows ignore armor.

STRIDER

Replaces: Follow Me

When you **undertake a perilous journey** you can take two roles. Roll twice and use the better result for both roles.

A SAFER PLACE

Replaces: A Safe Place

When you **set the watch for the night** everyone takes +1 to take watch. After a night in camp when you set the watch everyone takes +1 forward.

OBSERVANT

When you Hunt and Track, on a success you may also ask one question about the creature you are tracking from the Discern Realities list for free.

THE MOST DANGEROUS GAME

Requires: Improved Traps

Choose a poison from the thief's Poisoner list, that poison is no longer dangerous for you to use. When you set a trap, you may apply a dose of poison to the trap. When the trap is sprung, on a hit the poison affects the target. Additionally, when your traps deal damage, they do +1d4 damage.

HUNTER'S MARK

When you **draw an enemy's blood**, you may declare that enemy to be your quarry. Your attacks and traps deal +1d4 damage against the quarry, and when you Track your quarry you cannot get a 6-, treat that as a 7-9. You may have only one quarry at a time.

MAY THE ODDS BE EVER IN YOUR FAVOR

Requires: Terrain Advantage

While you are in your chosen land you take +1 ongoing to Called Shot and Trapper, and your attacks and traps that deal damage deal +1d4 damage.

TRICK SHOT

When you **make an improbable bow shot with an unusual effect**, describe what you want to happen and roll +DEX. On a 10+, the GM tells you one thing you have to do to pull off the shot. On a 7-9, up to three things.

- Spend some time lining up the shot
- Get into a vulnerable position
- Spend 1 ammo
- Sacrifice or endanger something important