

DUNGEON WORLD

NAME:

RANGER

LEVEL

XP

STAT STAT MOD DEBILITY

STR

WEAK

INT

STUNNED

WIS

CONFUSED

DEX

SHAKY

CON

SICK

CHA

SCARRED

16 (+2) 15 (+1) 13 (+1) 12 (+0) 9 (+0) 8 (-1)

Wild Eyes, Sharp Eyes, or Animal Eyes
Hooded Head, Wild Hair, or Bald
Cape, Camouflage, or Traveling Clothes

HIT PTS



ARMOR



DAMAGE



CONSTITUTION +8

STARTING MOVES *(You start with all of these)*

HUNT AND TRACK (WIS)

When you **follow a trail of clues left behind by passing creatures**, ROLL+WIS.

7+: You follow until there's a significant change in *direction* or *mode of travel*.

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.

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. On a 10+ you ALSO do your damage.

- HEAD 7-9: They stand stunned for a few moments.
- ARMS 7-9: They drop anything they're holding.
- LEGS 7-9: They're hobbled and become slow moving.

ANIMAL COMPANION

You have a supernatural connection with a loyal animal. You can't talk to it per se but it acts as you wish it to. Name your companion and choose a species:

Wolf, cougar, bear, eagle, dog, hawk, cat, owl, pigeon, rat, mule

Choose a **base**:

- ◇ Ferocity +2 Cunning +1 Armor 1 Instinct +1
- ◇ Ferocity +2 Cunning +2 Armor 0 Instinct +1
- ◇ Ferocity +1 Cunning +2 Armor 1 Instinct +1
- ◇ Ferocity +3 Cunning +1 Armor 1 Instinct +2

Choose as many **strengths** as its *ferocity*:

Fast, burly, huge, calm, adaptable, quick reflexes, tireless, camouflage, ferocious, intimidating, keen senses, stealthy

Your animal companion is trained to fight humanoids.

Choose as many additional **tricks** as its *cunning*:

Hunt, search, scout, guard, fight monsters, perform, labor, travel

Choose as many **weaknesses** as its *instinct*:

Flighty, savage, slow, broken, frightening, forgetful, stubborn, lame

COMMAND

When you work with your **animal companion** on something it's trained in...

- ...and you attack the same target, add its **ferocity** to your damage
- ...and you **hunt and track**, add its **cunning** to your roll
- ...and you take damage, add its **armor** to your **armor**
- ...and you **discern realities**, add its **cunning** to your roll
- ...and you **parley**, add its **cunning** to your roll
- ...and someone **interferes** with you, add its **instinct** to your roll

RACE

ELF

When you Undertake a Perilous Journey through wilderness whatever role 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.

ALIGNMENT

CHAOTIC

Free someone one from literal or figurative bonds.

GOOD

Endanger yourself to combat an unnatural threat.

NEUTRAL

Help an animal or spirit of the wild.

BONDS *(Fill in the name of one of your companions in at least one bond:)*

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.

ADVANCED MOVES *(Choose one new move each time you gain a level.)*

Take this move only if it is your first advancement:

HALF-ELVEN

Somewhere in your lineage lies mixed blood and it begins to show its presence. You gain the [Elf](#) starting move if you took the [Human](#) one at character creation or vice versa.

LEVEL 2-10 MOVES

WILD EMPATHY

You can speak with and understand animals.

FAMILIAR PREY

When you [Spout Lore](#) about a monster you use WIS instead of INT.

VIPER'S STRIKE

When strike an enemy with two weapons at once, add an extra 1d4 damage for your off-hand strike.

CAMOUFLAGE

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

MAN'S BEST FRIEND'

When you **allow your animal companion to take a blow that was meant for you**, the damage is negated and your animal companion's Ferocity becomes 0. If its Ferocity is already 0 you can't use this ability. When you have a few hours of rest with your animal companion its Ferocity returns to normal.

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.

WELL TRAINED

Choose another trick for your animal companion.

GOD AMIDST THE WASTES

Choose a deity (name a new one or choose one that's already been established) to dedicate yourself to. You gain the [Commune](#) and [Cast a Spell Cleric](#) moves. When you select this move, treat yourself as a [Cleric](#) of level 1 for using spells. Every time you gain a level thereafter, increase your effective Cleric level by 1.

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](#).

LEVEL 6-10 MOVES

WILD SPEECH *Replaces: Wild Empathy*

You can speak with and understand any non-magical non-planar creature.

HUNTER'S PREY *Replaces: Familiar Prey*

When you [Spout Lore](#) about a monster you use WIS instead of INT. On a 12+ you get to ask the GM any one question about the subject.

VIPER'S FANGS *Replaces: Viper's Strike*

When you **strike an enemy with two weapons at once**, add an extra 1d8 damage for your off-hand strike.

SMAUG'S BELLY

When you know your target's weakest point your arrows have 2 piercing.

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 hit you may also ask one question from the [Discern Realities](#) list about the creature you are tracking.

SPECIAL TRICK

Choose a move from another class. So long as you are working with your [animal companion](#) you have access to that move.

UNNATURAL ALLY

Your [animal companion](#) is a monster, not an animal. Describe it. Give it +2 Ferocity and +1 Instinct, plus a new trick.

GEAR *(Your Load is 11+STR.)*

You start with **Adventuring gear** (1 weight), **dungeon rations** (1 weight, 5 uses), **leather armor** (1 armor, 1 weight), and a **bundle of arrows** (3 ammo, 2 weight).

Choose your armament:

Hunter's bow (Near, Far, 1 weight) and **short sword** (Close, 1 weight)

Hunter's bow (Near, Far, 1 weight) and **spear** (Reach, 1 weight)

Choose one:

Extra **dungeon rations** (1 weight)

Extra **bundle of arrows** (3 ammo, 2 weight)

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