

NAME




LOOK

Names: Trillsk, Grst, Flik, Mrk, Slist, Kask, Urkset, Olts, Pelsst, Nool, Vellet, Hishte, Rix, Glurk, Bleshk, Merghest, Chaxit, Lessk, Zeex
Honorific Suffixes: -aes, -en, -avaru, -ji, -rao, -vaal, -garu, -babu, -moshu, -sri, -oni, -kuru, -chao, -elz, -zee, -chee, -xee

Round eyes, black eyes, woeful eyes, tiny eyes
 Shiny scales, dull scales, scarred scales, rainbow scales
 Loin cloth, leather robes, mossy tunic, birthday suit
 Plump body, muscular body, lithe body, think 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

- NEUTRAL**
Defend anyone you consider family.
- CHAOTIC**
Subvert the rule of an organization.
- LAWFUL**
Honor your ancestors and their beliefs.

STARTING MOVES

TASTE THAT SMELL
 You can taste smells with your forked tongue, which greatly increases your olfactory sense. If you have smelled a particular species of creature before, you can identify its nearby presence based on its scent.

CHAMELEON SKIN (DEX)
 When you **remain motionless for a short while and attempt to blend in to an environment**, roll +DEX. *On a 10+, your skin changes to match the background perfectly, making you very difficult to see. *On a 7-9, your skin blends in with the background, but choose one.

- The effect only lasts a short while. Your GM will tell you when the effect ends.
- Your skin retains a lasting memory of the environment. You cannot use this move again until you find a neutral setting where you can reset your skin.
- The effort requires great concentration. You don't notice something important.

DETACHABLE TAIL
 You may detach your tail from your body. After your tail is detached, you may control its movement for a short while. A new tail will grow in its place after a few days.

QUITE THE TAIL
 You have an exceptional tail. Choose one trait.

- Prehensile Tail.** You can grasp and hold objects with your tail.
- Venomous Tail.** Your tail has a stinger. You start each day with three doses of a poisonous neurotoxin that can paralyze small creatures and stun larger creatures. When you **strike at creature with your stinger and spend a dose of poison**, roll+DEX. *On a 10+ you hit your target with a full dose. *On a 7-9 you hit your target, but choose one.
 - It takes multiple attempts to hit your target. Spend two doses.
 - You only deliver a partial dosage. The effect is limited. You'll need to act fast to take advantage of it.
 - You put yourself in a spot or draw unwanted attention.
- Whip Tail.** You may use your tail as a whip with a reach range. When you **use your tail to whip a creature**, roll+DEX. *On a 10+ choose one. *On a 7-9, choose one but you open yourself to an attack or put yourself in a spot.
 - You distract your target. You or an ally takes +1 forward when acting on the distraction.
 - You trip or entangle your target.
 - Deal your damage to the target.

BACKGROUND

- HEALER**
When you **search the land to gather the ingredients for a healing herbal poultice**, roll+WIS. *On a 10+, you find enough for 3 uses. *On a 7-9, you find enough for 1 use.
- HUNTER**
Any weapon used for hunting (spear, dagger, throwing knife, etc.) gains the precise tag for you.
- MERCHANT**
You have a mind for investments and profit margins. When you **spend coin to buy something that appears useless**, roll+INT. *On a 10+ the thing soon becomes highly coveted by more than one creature. *On a 7-9 when you resell it you can get back in coins what you invested, plus a little more.

BONDS

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

- _____ has a smell about them I can't identify.
- I doubt _____ could survive alone.
- I have much to learn from _____ about the world.
- I have an unsettled debt with _____.

GEAR

Your load is 8+STR. You have dungeon rations (5 uses, 1 weight) and a token from your tribe. Describe it.

Choose your defenses:

- Crocodile hide (1 armor, 1 weight)
- Wooden buckler (+1 armor, 2 weight)

Choose your weapon:

- Spear (reach, thrown, near, 1 weight)
- Dagger (hand, 1 weight)
- Hunter's Bow (near, far, 1 weight)

Choose one:

- Adventuring Gear (5 uses, 1 weight)
- Bandages (slow, 3 uses, 0 weight)
- Antitoxin (0 weight)

ADVANCED MOVES

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

FRILLS AND WHISTLES (CHA)

When you **puff out your cheeks to expand your gills and emit a harsh whistling sound**, roll+CHA. *On a 7-9+ any creature that sees or hears you believes you to be more dangerous than you really are. *On a 10+ the creatures may hesitate, flinch or flee for a moment in response to your display.

COLD BLOODED

When you **embrace a warm-blooded creature**, you drain away some of your target's body heat to energize yourself. The embraced creature becomes cold and slowed for a while, and you take +1 forward.

STICK SPIT

When mixed with water, your spit becomes an incredibly strong adhesive.

FRANKENTAIL

You may reattach a detached tail instead of waiting for a new one to grow.

MORE VENOMOUS

Requires: Venomous Tail

You start each day with +2 doses of venom.

THIRD THUMB

Requires: Prehensile Tail

Your prehensile tail has an opposable thumb. You can manipulate objects with your tail in the same way as you could with either of your hands.

A SHARP WHIP

Requires: Whip Tail

When you **hit a creature with your whip**, deal +1d4 damage in addition to any other effects.

AMPHIBIOUS

You have gills, webbed feet and webbed hands. You can move and breathe underwater as easily as on land.

SWALLOW WHOLE

When you un hinge your jaw to consume a creature whole, hold 1-5 meals; your GM will tell you how many based on the size of the creature. When a move tells you to mark off a ration, you may spend one of your hold instead. You can hold no more than 5 meals at a time in this way.

THICK SCALES

Your thick scales grant you +1 armor.

TALL TAIL

Choose another trait from the Quite the Tail list.

MULTICLASS DABBLER

Get one move from another class. Treat your level as one lower for choosing the move.

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

REGENERATE

You can regrow lost limbs within a few hours.

INFRARED THERMAL SENSING

You can detect the exact locations of nearby warm-blooded creatures by the heat they emit.

TALLEST TAIL

Requires: Tall Tail

Choose another trait from the Quite the Tail list.

THICKER SCALES

Replaces: Thick Scales

Your battle-hardened scales grant you +2 armor.

HOT SPIT

When you set a wad of your spit on fire, it explodes in a spray of violent flame that deals d10 damage to anything within the *reach* range.

WATER RUNNER (DEX)

When you **attempt to sprint across a liquid surface for a short distance**, roll+DEX. *On a 10+ choose 2. *On a 7-9 choose 1.

- You make it across the surface.
- You are unharmed.
- You don't attract unwanted attention or put yourself in a spot.

CARBON GILL FILTERS

Requires: Amphibious

Your gills conceal a tightly knit layer of flesh that acts as filter. This filter eliminates all contaminants and poisons from anything you consume or breathe.

KNOWING SMELL (WIS)

When you **spend a few moments intensely smelling a creature**, roll+WIS. *On a 10+ ask your GM three questions from the list below. *On a 7-9 ask one.

- What did this creature last eat?
- What emotion does this creature feel right now?
- What kind of place has this creature most recently visited?
- What type of creatures has this one been near recently?
- What diseases or illnesses does this creature have?
- Where else have I smelled this creature before?

Once you've used this move successfully on a creature, when you Taste that Smell you can identify this specific creature's presence or absence.

MULTICLASS INITIATE

Get one move from another class. Treat your level as one lower for choosing the move.

MULTICLASS MASTER

Get one move from another class. Treat your level as one lower for choosing the move.