

NAME

Names: Barimm, Flint, Alor, Baristi, Hawke, Leo, Palai, Morai, Janir, Maartel, Thoben, Tashlon, Wilkas, Walben, Marril, Eilora, Gwen, Reng, Guronna, Ianven

LOOK

Wild eyes, keen eyes, or animal eyes
Long braids, wild hair, or shaggy mane
Practical clothes, weathered hides, or traveling clothes
Lithe body, menacing body, or wiry 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
■ WEAK -1	■ WEAK -1	■ WEAK -1	■ STUNNED -1	■ CONFUSED -1	■ SCARRED -1
STR	DEX	CON	INT	WIS	CHA

DAMAGE  ARMOR  HP  CURRENT MAX YOUR MAX HP IS 8+CONSTITUTION

ALIGNMENT

- CHAOTIC**
Usurp the alpha dog.
- NEUTRAL**
Preserve the circle of life.
- EVIL**
Enforce the law of the wild.

STARTING MOVES

WERETOUCHE

You and your tribe are descended from a particular kind of lycanthropic ancestor. Choose an ancestry:

Bear, boar, rat, tiger, wolf, wolverine

Work with the GM to write down two moves associated with your ancestry. When you shift, your form changes to allow you to make these moves. For example, a wolf-descended shifter who has the move "bite deeply" would grow a snout filled with razor-sharp teeth when they shift.

THE BEAST WITHIN

As a shifter, your ability to tap into your lycanthropic heritage is both a blessing and a curse. You can call upon your ancestry to change your form, but you have to deal with the demands your animalistic side puts upon you. Choose three bestial urges:

- Violence
- Rage
- Mood Swings
- Poor Impulse Control
- Lust
- Stubbornness
- Pack Mentality
- Lone Wolf Tendencies

When you **are confronted with an opportunity to sate your bestial urges**, defy danger to resist it.

SHIFTING

When you **unleash your bestial side**, roll+SHIFT. On a 10+, hold 3. On a 7-9, hold 2. On a 6-, hold 1 and be struck with one of your bestial urges, GM's choice. You can spend this hold, 1-for-1, to make one of your shifter moves. Once you're out of hold, you shift back to your normal form. At any time, you can spend all of your hold to revert to your normal form.

WILD INSTINCT (WIS)

When you **closely study a situation or person**, roll+WIS. On a 10+, ask the GM 3 questions from the list below. On a 7-9, ask 1. Take +1 Forward when acting on the answers.

- Where's my best escape route or way in?
- What poses the biggest threat to me?
- Who here is most vulnerable to me?
- What's their secret weakness?
- What is about to happen?
- Who is the predator, and who is the prey here?

This move replaces Discern Realities for you.

SHIFTER MOVES

BONDS

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

_____ wouldn't survive a day in the wild.
_____’s struggles are like mine; I hope they overcome them.

_____’s athletic prowess is incredible, but not as impressive as mine.

I applaud _____’s mastery of their craft, but I worry for them in the journey ahead.

RACIAL MOVE

A shifter of any class can take **Weretouched** and **Shifting** instead of their racial move. If they do, they also replace **Discern Realities** with **Wild Instinct**.



THE SHIFTER

LEVEL
XP

GEAR

Your Load is 9+STR. You start with dungeon rations (5 uses, 1 weight), and adventuring gear (5 uses, 1 weight).

Choose your defenses:

- Leather armor (1 armor, 1 weight)
- Shield (+1 armor, 2 weight)

Choose your armament:

- Greataxe (close, +1 damage, two-handed, 2 weight) and 2 javelins (near, thrown, 1 weight)
- Short sword (close, 1 weight), hunter's bow (near, far, 1 weight) and bundle of arrows (3 ammo, 1 weight)

Choose one, all are 0 weight for you:

- The hide of a fearsome creature you have slain
- Your tribe's totem, carved by the elders
- A tattoo that changes form when you shift
- A braid, woven in preparation of a great undertaking

ADVANCED MOVES

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

ANGER MANAGEMENT

When you **successfully resist one of your bestial urges**, take +1 Forward.

ANIMAL MAGNETISM

You can parley with animals and beasts using body language and growls, rolling +WIS instead of +CHA to do so.

ARMED TO THE TEETH

You grow natural weaponry, like teeth or claws, when you shift. Describe it, and choose two of the following tags:

Forceful, messy, intimidating, +1 piercing, precise, close

All natural weaponry has the following tags (hand, implanted).

BECOME THE BEAST (SHIFT)

You can shapeshift, as a Druid, into a full animal version of your lycanthropic ancestry, rolling +SHIFT instead of +WIS.

BESTIAL BRUTALITY

When you **indulge in one of your bestial urges**, gain 1 hold for shifting.

DREAMSIGHT (WIS)

You possess the extraordinary ability to see into the spirit realm. When you **open your sight to the spirit realm**, roll+WIS. On a 10+, you see things as they truly are - free of enchantments and illusions. On a 7-9, you see too much. Take -1 Forward as your mind struggles with what is and what should be.

HEALING FACTOR

When you **call upon your lycanthropic ancestry to mend your wounds**, heal yourself of 1d8 damage or remove a debility and be struck with one of your bestial urges, GM's choice. You must indulge the urge before you can trigger this move again.

LYCANTHROPIC FEROCITY

While you are shifting, you deal +1d4 damage.

SAVAGE DABBLER

Choose one move from the Barbarian, Cleric, Druid, Fighter, or Ranger class lists. Alternatively, choose one move from any other class list as if you were one level lower.

SHIFTER ELITE

You are a paragon of your tribe. You gain the following shifter move, based on your tribe:

- **BEASTHIDE**: Refuse to budge, even a little
- **LONGSTRIDER**: Traverse an impassable barrier
- **RAZORCLAW**: Render something useless
- **WILDHUNT**: Sniff out something hidden

TALK LIKE THE ANIMALS

You can speak with animals as easily as you speak with people. Animals will perceive you as a normal creature of your lycanthropic ancestry.

WERETOUCHEd WARD

While you are shifting, you gain +1 armor. However, silvered weapons ignore the armor and deal +1d4 damage.

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

BEAST MONARCH *Requires: Become the Beast*

When you shapeshift into a lycanthropic beast, it is no mere animal. It is a being of savage might and power. Choose one of the following traits and the corresponding move:

- DIRE**: Crush your foes with superior strength
- STALKER**: Drift through walls and stones, unheard
- UNMATCHABLE**: Inspire fear or obedience in lessers

CREATE SHIFTER BRAID

In shifter society, shifter braids represent a commitment to a task. When you **bolster by creating a shifter braid for yourself or another**, write a move that you believe will help on the journey ahead. Instead of gaining a +1, whoever wears the braid can spend 1 preparation to make the chosen move.

DIE HARD *Requires: Healing Factor*

When you **roll a 10+ while shifting**, heal 1 HP. Wounds from silvered weapons never heal in this way.

LYCANTHROPIC FURY *Replaces: Lycanthropic Ferocity*

While you are shifting, you deal +1d8 damage.

MAN OVER BEAST *Requires: Anger Management*

The next time you indulge a bestial urge after taking this move, you may choose to resolve it. Cross it off the list and mark XP. While you may still be presented with chances to sate it, you no longer have to struggle with the beast within over that urge.

SAVAGE INITIATE *Requires: Savage Dabbler*

Choose one move from the Barbarian, Cleric, Druid, Fighter, or Ranger class lists. Alternatively, choose one move from any other class list as if you were one level lower.

WERETOUCHEd ARMOR *Replaces: Weretouched Ward*

While you are shifting, you gain +2 armor. However, silvered weapons ignore the armor and deal +1d4 damage.

WILD THING

Requires: Animal Magnetism

You've allied yourself with a particular pride or pack of animals of the same species as your lycanthropic heritage. At the beginning of the session, roll+WIS. On a hit, choose 1. On a 7-9, choose 1, but there's a complication or problem they'll want you to deal with.

- The pack or pride appears on the scene to help once, if at all probable.
- One of the pride or pack will accompany you on your journey.

Members of the pack or pride have Loyalty +2 and Cost: Meat and Flesh. If the pack or pride appears on the scene to help once, give them four points to divide among the below skills, and if one of the pride or pride accompanies you on your journey, give them two points to divide among the below skills: Warrior, Guide, or Protector.

WHEN ANIMALS ATTACK!

When you **hack and slash**, on a 12+ you deal your damage, avoid their attack, and the GM will describe how the attack was especially brutal. It will seriously hinder them in this battle, and if they survive they will be forever scarred, marked as your prey.