

Name

Look

Wild Eyes, Sharp Eyes, or Predatory Eyes
Hooded Head, Unkempt Hair, or Bald
Cloak, Camouflage, or Traveling Clothes
Lithe Body, Honed Body, or Sharp Body

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

Strength

Weak -1

Dexterity

Shaky -1

Constitution

Sick -1

Intelligence

Stunned -1

Wisdom

Confused -1

Charisma

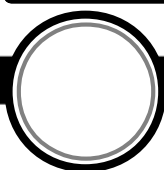
Scarred -1

Score	Mod
1-3	-3
4-5	-2
6-8	-1
9-12	0
13-15	+1
16-17	+2
18	+3

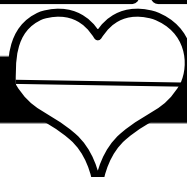
Damage



Armour



HP



Max HP is 6 + Constitution

Drive

Starting Moves

- The Thrill of the hunt:** Apprehend a dangerous target
- Death incarnate:** Defeat an enemy without getting close to them.
- Judgment:** Deny mercy to a criminal or target

Race

Called Shot

When you attack a surprised or defenseless enemy at range, you can choose to deal your damage or name your target and roll+DEX. On a hit, choose your target:
Arms: They drop anything they're holding.
Head: They do nothing but stand and drool for a few moments.
Legs: They're hobbled and slow moving.
On a 10+, also deal your damage.

The Hunter

Name someone you want to find, either an individual or a gang that sticks together. When you discern realities while looking for them, on a hit, the GM will also tell you if there is any evidence of their passage, and if so what. On a miss, though, something catches up to you instead, the GM will tell you what. You can only be hunting one target at a time, but you can change that target whenever you want.

BONDS

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

_____ owes me their life, whether they admit it or not.

_____ was once my enemy, but we've since reconciled.

_____ left me in a pinch when they were supposed to come through for me

Me and _____ were both hired by a boss who turned on us.

The Shrike

Level
XP

Gear

Your load is 8 + STR. You start with your clothes, a backpack, a torch, some dungeon rations (5 uses, 1 weight), a Hunter's bow (near, far, 1 weight) and a bundle of arrows (3 ammo, 1 weight). and choose two pieces of fighting gear:

- Adventuring gear (5 uses, 1 weight).
- Net (reach, stun damage, 2 weight).
- Dagger (hand, 1 weight).
- Spear (reach, 1 weight).
- Dungeon rations (5 uses, 1 weight).
- Chainmail (1 armour, 1 weight).
- Duelling rapier (close, precise, 2 weight).

Advanced Moves

When you gain a level from **2-5**, choose from these moves or choose a spell from the next page.

The Bigger They Are

When you spout lore about someone you know or you've heard of before (your call), on a hit, you can also ask the GM either of these questions and then take +1 forward when acting on the answer.

- How could they be taken?
- What are they worth and to whom?

The Harder They Fall

When you successfully attack someone, you can roll a d6. If you roll your foe's HP or higher, after they take your damage, you knock them out cold or capture them.

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.

Predatory Dabbler

Gain one non-multiclass move from any class list. Choose the move as if you were one level lower than you are, unless that move improves your ability to stalk or take down your target.

Professional Gossip

When you ask around at the local watering-hole or other social nexus and make your profession obvious, roll+CHA. On a hit, you're told about available work. On a 10+, you're able to suss out the backgrounds of prospective employers. On a 7-9, you only hear about the most promising job currently available. On a miss, you're shut out or given bad information.

Camouflaged Position

When you strike with a ranged weapon from hiding, your first shot never gives away your position.

Eagle-Eyed

When you observe a far-off location, roll+INT. On a 10+, you may ask three questions from the discern realities list about that location. On a 7-9, ask two. On a miss, you may still ask one, but you are distracted and taking your time while you do it.

Witch Darts

If you attach a piece of your target—blood, hair, nails—to a missile, if they are within range when you let it loose, it will always hit them.

When you gain a level from **6-10**, you may choose from these moves as well.

Nightshade Arrows

If a wound caused by one of your missiles is not treated by a skilled healer, it will fester and kill the victim. You can specifically choose to loose a clean missile instead and avoid this result.

Considered It Already

Replaces: The Bigger They Are

When you spout lore about someone you know or you've heard of before (your call), on a hit, you can also ask the GM both of these questions and then take +1 forward when acting on the answers:

- How could they be taken?
- What are they worth and to whom?

Chink in the Armour

When you know your target's weakest point, your missile weapons have +2 piercing.

Hellhound on Your Trail

Once you have shed someone's blood, or they have shed yours, you can track them anywhere. No matter where they go you can always find them.

Predatory Initiate

Requires: Predatory Dabbler

Gain one non-multiclass move from any class list. Choose the move as if you were one level lower than you are, unless that move improves your ability to stalk or take down your target.

Snapshot

If you are pushed over, swarmed by enemies, or take a blow that reduces your HP to zero, you're fast enough to get off one last shot. Deal your damage to any one foe.

Wrap It Up

Replaces: The Harder They Fall

When you successfully attack someone, you can roll a d8. If you roll your foe's HP or higher, after they take your damage, you knock them out cold or capture them, however you want.

Strong Arm, True Aim

You can throw any melee weapon, using it to volley. A thrown melee weapon is gone from your possession; you can never choose to reduce ammo on a 7-9.