

THE SKINWALKER



NAME _____

LEVEL

XP _____

ELF: Hycorax, Ethanwe, Sinathel, Demanor, Menoliir, Mithralan, Taeros, Aegor
 HUMAN: Elana, Obelis, Herran, Syla, Andanna, Siobhan, Aziz, Pelin, Sibel, Nils, Wei

ORC: Erishnar, Corug, Mirak, Garuk, Prinai, Ranak, Zuakka, Sulha

LOOK

Choose one for each, or write your own:

HAIR: Messy, braided, furry hood _____

EYES: Wise, wild, haunting _____

LOOK: Elaborate body tattoos, practical leathers, weathered hides _____

ARMOR



HIT POINTS



Max (8+Constitution) Current

DAMAGE



DRIVES

- Chaos**
Deface, destroy, or bury a symbol or artifact of civilization.
- Heritage**
Unnerve someone with your strange ways.
- The Hunt**
Slay a creature of considerable might or cunning.
- Tenacity**
Doggedly pursue a course of action, to your or your allies detriment.
- Defiance**
Stand up to a bully or tyrant.

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

Strength

STR Weak -1

Dexterity

DEX Shaky -1

Constitution

CON Sick -1

Intelligence

INT Stunned -1

Wisdom

WIS Confused -1

Charisma

CHA Scarred -1

BONDS

Fill in at least one with the name of a companion, or write your own.

_____ smells more like prey than a hunter.

_____ has tasted my blood and I theirs. We are bound by it.

STARTING MOVES

Skin-Walker
 You take the form of any natural animal from your homeland. Choose STR, DEX or INT, you take -1 ongoing to that stat while you maintain this form. You gain all of the physical features of the form, and also any limitations. Physical features do not extend to special abilities, such as echo-location, tremor sense, venom, webbing, etc.. Special abilities can be gained by choosing the **useful adaptation** specialization. For example, a large scorpion would have a stinger, but in order to gain the ability to venomom you must choose the **useful adaptation** specialization. You also do not have complete mastery of your new form. As a bird you may fly, but to dart and soar with precision requires taking the **complete mastery** specialization.

Choose an appropriate size:

- Tiny - gain Stealthy, damage reduced to 0
- Small
- Medium
- Large
- Huge (requires Animal Instincts)

Choose an appropriate specialization (if any):

- Natural weapons - deal +1d4 damage
- Stealthy
- Thick skin - gain +1 armor
- Gain a useful adaptation or ability, or have complete mastery over one (you can choose this more than once)
- Reach (requires Like a Second Skin)
- Amorphous (requires Like a Second Skin)
- Forceful (requires Animal Instincts)
- Don't take -1 ongoing (requires Animal Instincts)

Blood is Life
 When you deal damage to an enemy that **bleeds**, hold 1 blood. When you have a moment to rest, you may heal yourself by spending all of your blood, healing 1d6 +blood damage. Or you may heal another by cutting yourself for 1 damage, spending all of your blood, and feeding/marketing them with your blood. This heals 1d6+blood damage.

If you **make camp** or go a day without dealing damage to an enemy that bleeds, the power in the blood fades, lose all blood you have gained.

When your total blood exceeds your WIS+1, roll 2d6 +WIS:

- 10+ you maintain control, for now
- 7-9 control is slipping, take -1 forward as you fight to contain the blood lust
- 6- you attack the closest enemy in sight. If you have no enemies in sight, the GM chooses who you attack.

Consumed Essence
 Hunt a new animal in its natural environment. Upon slaying the animal and consuming its heart, you may add its species to the forms you can assume using **skin-walker**.

Wild Speech
 You can understand the speech of animals and communicate with them.

RACE

- Elf**
The sap of the elder trees flows within you. In addition to the animals of your homeland, the animals of the Great forest are known for **skin-walker**.
- Human**
As your people learned to bind animals to field and farm, so too are you bound to them. You may always take the shape of any domesticated animal, in addition to your normal options.
- Orc**
You are at the top of the food chain. When you change your shape into that of a predator, you deal +1 damage.



COIN

STARTING GEAR

Max Load (9+STR)



Current

Some **Token** of your land. Describe it:

Choose your defenses:

- Hide Armor (1 armor, worn, 1 weight)
Bone Armor (1 armor, worn, 1 weight)

Choose your armament:

- Kukri (hand, 1 weight)
Staff (close, two-handed, 1 weight)
Spear (close, thrown, near, 1 weight)

Choose one:

- Adventuring Gear (5 uses, 1 weight)
Poultices & Herbs (2 uses, slow, 1 weight)
Pipeleaf (6 uses, 0 weight)

Blank lines for describing tokens and gear choices.

USEFUL ADAPTATION EXAMPLES

Pack Hunters

- Summon the pack
Drag them to the ground

Flying Creatures

- Escape to the air
Pull an enemy aloft

Hardy Beasts

- Trample them
Break through

Poisonous

- Inflict your poison on them
Drive them back

Blank lines for describing adaptation examples.

ADVANCED MOVES

When you gain a level from 2-10, you may choose from these moves.

Beastskin
When you use skin-walker, if you choose to gain +1 armor, you instead gain +2 armor

Blood is Power
Requires: Blood is Life or Beyond the Blood
You can spend your blood, 1-for-1, to boost your Strength, Dexterity or speed; or to channel your feral power when not shifted.

- Take +1 forward on your next +STR move
Take +1 forward on your next +DEX move
Boost your speed, move incredibly quickly for a few seconds.
If you are not in an animal form using skin-walker, channel your inner beast to deal +1d6 damage on your next hack and slash. This attack gains the forceful tag.

No option may be chosen more than once. No blood is gained from any attacks affected by this move.

Die by the Sword
When you take your last breath and either miss or refuse Death's bargain, you can still come back to life, but Death will take you during the next combat you participate in, somehow, some way, no matter what.

Forager
When you travel through the wilderness, choose 1:
You gain 1d6+2 rations
You gain 2 uses of poultices and herbs
You gain 3 uses of healing salve

Keen Senses
You can see in the dark. When you discern realities you can ask an additional question, and on a miss you can still ask one.

Like a Second Skin
When you use skin-walker, you may choose up to two specializations. Add the following to your list of available specializations:
Amorphous
Reach

Nature Lore
When you spout lore about the wilderness, roll +WIS instead of +INT.

Razor-Sharp Claws
When you use skin-walker to change into an animal with obvious natural weapons, if you choose the specialization to deal +1d4 damage, you instead deal +1d6 damage.

Wild Empathy
When you try to get animals to do what you want, you can roll +WIS instead of +CHA.

Wild Stride
When you travel through the wilderness, it always takes less time than expected. In addition, plants part to allow you to pass by unhindered and unharmed, you do not slip on ice, and you do not leave tracks unless you wish to.

When you gain a level from 6-10, you may also choose from these moves.

Angel of Death
When you hack and slash or volley, you may spend blood before rolling. If you hit, for each blood you spend choose an extra target. Roll once and apply damage to all targets, but gain no blood for this attack. This move leaves you winded, take -1 forward.

Animal Instincts
Requires: Like a Second Skin
When you use skin-walker, add huge to your choices in size. You may choose up to three specializations. Add the following to your list of available specializations:
Forceful
Don't take -1 ongoing

Earth's Bounty
Requires: Forager
When you use forager, choose 3 and you can also choose from these:
1 healing potion
2 vials of antitoxin

Pack Alpha
When you order hirelings, you can roll +WIS.

Thick-Skinned
Requires: Beastskin
You gain +1 armor, whether or not you're in animal form.

Warg
When you possess a beast you can see, roll +WIS:
On a 10+, hold 2 control
On a 7-9, hold 1 control
Spend control, 1-for-1, to force it to move to a nearby location, or make a move. The possessed animal may not use attack moves or willingly harm itself.

Beyond the Blood
Replaces: Blood is Life
Your connection to nature provides the power to fuel your abilities, even against enemies with no blood. When you deal damage to an enemy, hold 1 blood. When you have a moment to rest, you may heal yourself by spending blood, 1-for-1, healing 1d6 damage per blood. You may heal another by cutting yourself for 1 damage, spending blood, 1-for-1, and feeding/ marking them with your blood. This heals them 1d6 damage per blood.

If you make camp or go a day without dealing damage to an enemy, the power in the blood fades, lose all blood you have gained.

When your total blood exceeds your WIS+3, roll 2d6 +WIS:

- 10+ you maintain control, for now
7-9 control is slipping, take -1 Forward as you fight to contain the blood lust
6- you attack the closest enemy in sight. If you have no enemies in sight, the GM chooses who you attack.

Piercing Claws
Replaces: Razor-Sharp Claws
When you use skin-walker to change into an animal with obvious natural weapons, if you choose the specialization to deal +1d6 damage, you instead deal +1d8. Your attacks gain the messy and 1 piercing tags.

Wood-Wise
When you spout lore about the natural world and beasts, on a 12+ the GM will also reveal to you a glaring weakness, strength, or a long-forgotten secret.



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