

NAME

LOOK

Giant: Mar Wun Far Sun, Dun Bar Scran Ton*Human:* Draenor, Heliwiig, Faramir*Singer:* Oqo Afategun-sare mi Kun fun Eja Aro, Iyaafin yii Yoo Sanwo fun Gbogbo Re

Hard Eyes, Dead Eyes, or Eager Eyes




Hooded Head, Wild Hair, or Bald

Cape, Camouflage, or Traveling Clothes

Lithe Body, Wild Body, or Sharp 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	■ SHAKY -1	■ SICK -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

 Good

Ease another creature's suffering.

 Evil

Force the unwilling to do something against their nature.

RACE

 Giant

Your damage die is d10.

 Human

Once per battle, you may reroll a single Hack & Slash roll (yours or someone else's).

 Singer

When you skinchange, ignore your first loyal companion.

BONDS

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

_____ does not understand life in the wild, so I will teach them.

_____ is jealous of my power.

I feel a kinship with _____ because we have shared similar trouble while growing up.

_____ smells wrong. Something is amiss!

STARTING MOVES

SkinchangeWhen you leave your body behind to occupy the body of another living creature (not your loyal companion), you must be with *near*, count the conditions from the list which apply, and roll +CHA -count:

- The target is sentient
- The target is humanoid
- The target is dangerous
- The target is large or huge
- The target is unwilling
- You already have a loyal companion (count each companion)

*On a 10+, you successfully occupy the body of the target for as long as you like, though your original body is comatose. You use your target's stats, HP, armor, damage, and moves while you wear its skin. If the target is slain while you wear its skin, you return to your original body and suffer any damage in excess of that to reduce the target to 0 HP. This damage ignores your armor. The target is aware of your presence and can identify you. *On a 7-9, you wear the target's skin for a brief time, after which you may not attempt to wear that target's skin again for an hour or so. *On a 6-, you fail to skinchange and are briefly stunned. You may never attempt to wear that target's skin again.

Force Loyalty

When skinchange with a 10+ into an unwounded target, you may immediately attempt to force the target to be your loyal companion. Count the items from the list which apply and roll +CHA -count:

- The target is sentient
- The target is humanoid
- The target is dangerous
- You already have a loyal companion (count each companion)

*On a 10+, you can wear the skin of your new loyal companion at will. Your loyal companion tries its best to follow your commands. *On a 7-9, the target becomes your loyal companion for a while. If your companion is threatened while you are not wearing its skin, roll 1d6. On a 1, 2, or 3, you lose control of your companion. *On a 6-, your target casts you out. You may never attempt to wear that target's skin again.

Stranded

When your original body dies, you may live on in one of your loyal companions. You automatically succeed in living on as a companion whose skin you are wearing. Otherwise roll +CHA. *On a 10+, you get your choice of companion. *On a 7-9, your first choice is unavailable or compromised. *On a 6-, your companion's true nature will gradually reassert itself. Regardless, you may never skinchange again.

GEAR

Your load is 9+STR. You start with a dungeon ration (5 uses, 1 weight), adventuring gear (5 uses, 1 weight) and a poultice (2 uses, 1 weight). Choose your loadout:

Ragged bow (*near*, 2 weight), arrows (3 uses, 1 weight), and dagger (*hand*, 1 weight)

Short sword (*close*, 1 weight), shield (+1 armor, 1 weight), and leather armor (1 armor, 1 weight)

ADVANCED MOVES

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

WE COME IN PEACE

When you enter another as a petitioner instead of as an invader, you ignore the “target is unwilling” condition of skinchanging. You can now silently communicate with your target, but you cannot force your target to do anything. If you skinchanged with a roll of 10+, you take +1 forward to parley with the target due to your newfound empathy. You can not force the target's loyalty, but it may be convinced to become your loyal companion of its own free will.

SPIDER SENSE

When you coordinate with your loyal companion, take +1 ongoing to defy danger through quick reaction.

WARG BOND

You perceive what your loyal companions perceive. When your companions discern realities, you instantly learn what they discern.

WILL OF IRON

Ignore your first companion when you force loyalty.

BULWARK

You ignore the clumsy tag on armor.

HUNTER'S BROTHER

Choose one move from the ranger class list.

GOOD BOY

When you take this move, one of your loyal companions gains +1 modifier to a stat or +4 HP. If the target of this move ceases to be your loyal companion, you may apply the effect to a new companion.

BEAST OF BURDEN

Your load increases by 3.

THE GREATEST SACRIFICE

When you or an ally takes damage, one of your loyal companions can intervene in an appropriate way and die to negate the damage.

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

Nature's Blessing

When you touch a wounded ally, skin to skin and mind to mind, and tend their wounds, roll +WIS. *On a 10+, you heal 1d8 damage or remove one disease. *On a 7-9, they are healed but the damage or disease is transferred to you.

WILL OF STEEL

Replaces: Will of Iron

Ignore your first two companions when you force loyalty.

LIKE A TRAP

You ignore the “target is unwilling” condition of skinchanging.

STALKER'S SISTER

Choose one move from the ranger class list.

LEVIATHAN

When you take this move, one of your loyal companions matures or becomes monstrous.

THE HARDER THEY FALL

You ignore the “target is large or huge” condition of skinchanging.

FREED

When stranded, you ignore the restriction on skinchanging.

ONE MIND

When you attack in concert with one of your loyal companions, take +1 forward to hack & slash.

CLARITY OF THINKING

When you wear another's skin, you may use your INT, WIS, and CHA modifiers instead of your target's to make moves.