

Beast Hunters



Free Demo
(print version)

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Version 1.5

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INTRODUCTION

Welcome to the demo of Beast Hunters. This version is meant for two types of audiences: people who want to try out part of the game with friends at home, and people who want to run focused games of Beast Hunters at conventions. This demo provides part of the experience of Beast Hunters: it's specifically tailored to present the Conflict Resolution rules. The game has much more to offer, but they're the best thing to try before purchasing the game to see if they fit with your play style.

This demo version is laid out in a simple and unadorned manner to facilitate printing and legibility. You can see examples of the layout and art of the full game at www.berengad.com, including a downloadable sample chapter and a couple of pieces of interior art.

This demo has the following parts:

- 1) This introduction
- 2) Spirit of the game
- 3) Conflict Resolution rules (updated to version 1.5)
- 4) Instructions for running the game
- 5) Attack of the Saula Miur: a Challenge for one to four Hunters
- 6) Handouts (rules summary, premade characters, map, threat sheet)

The Challenger fulfills the role that a game master fills in most roleplaying games: she controls the adversity against which the other players are fighting. The players of the main characters are called Hunters. This demo only contains one physical challenge, although the full game also includes rules for social and mental challenges, as well as:

- Character Creation and Development
- 20 Beasts with 15 Custom Tattoo Illustrations
- Negotiation Phases
- Adversity Budgeting and on-the-fly Challenge Creation
- Hunter and Challenger Advice
- Adventure Seeds
- And Further Information About the Berengad and Chel'qhuri

If you have any questions about this document, please feel free to post it on our message boards or send an email to chgriffen@berengad.com. Suggestions or requests for clarification are always welcome.

Thanks for your interest in Beast Hunters, and we hope you enjoy this demo!

SPIRIT OF THE GAME

There are two fundamentally different approaches on how to play this game. The first one, the challenging one, is the way we designed and intended it. The second one, the collaborative one, is a way that's evolved out of people actually playing the game. You should be sure before you start to play which style you want to use.

As originally designed, *Beast Hunters* is a challenge-focused game. It's about tribal hunters who go out in the wild and measure themselves against anything that's thrown against them. They prove their worth by killing powerful beasts and overcoming difficult obstacles. For players, the game revolves around the very same thing: measuring themselves against the challenges that they face. It's not a thematic game (like *Dogs in the Vineyard* or *Sorcerer*) that makes you address tough moral issues as a fundamental element of play. Instead, the rules are all about bringing the players' skills to the table and challenging them to come up with cool solutions and interesting descriptions. And while you're at it, you'll tell stories of great hunters, tribal wars, vicious beasts, and much more as you create and explore your version of the Berengad.

You are going to judge and be judged on your contributions. You are going to have to think on your feet, be spontaneous, use tactics--in short, Step Up! It's okay if you don't have much experience in this style of play. The important thing to keep in mind is that you need to have the right attitude. If you're expecting a leisurely game of always rolling the dice, you're probably going to be disappointed. If you don't try to get high advantage point offers out of the Challenger, your conflicts will drag out. As a Challenger in this style, you have to be prepared to evaluate the other players' input fairly and sometimes harshly.

The second style, collaborative storytelling, is possible because of the narrative structure of the game. The Challenger can often give in conflicts and be very generous with advantage point offers. Challenger and Hunter can use the Negotiation rules to bypass most detailed conflicts and instead work out the details of what happens together. In the collaborative style, you'll all work together and focus on the story rather than on proving your skills.

It's very important that you come to the table with a specific spirit in your heart. You are going to salute in to establish the boundaries of the game, and you can do it either in a challenging or a collaborative fashion. Making sure everyone is on the same page here is important to your enjoyment of this game.

This demo is written with the challenge-based style in mind, as it focuses on a battle using the Conflict Resolution rules.

CONFLICT RESOLUTION RULES

The Challenger needs to read through these Conflict Resolution rules to get a better handle on them than the summary sheet at the end of this document provides. Detailed instructions on what to do before and during the game can be found in the section on running the game and in the challenge description.

Overview of Conflict Resolution

You'll play through the challenge using the Conflict Resolution rules (if you have read the full Beast Hunters rulebook, you can skip this whole section). These rules are mostly straight forward: each player gets to take a turn according to their initiative rating, going from highest to lowest (Hunters go first in cases of ties). Each Hunter can take exactly one action during a turn. The Challenger takes an action for each threat, which is a pseudo-character representing the opposition to the Hunters, on that threat's turn (so if there are three threats, the Challenger will have three turns in a round). The possible actions are:

- 1) Activate Trait
- 2) Reassign Traits
- 3) Offensive Maneuver
- 4) Strike
- 5) Deny Resource
- 6) Recover Resource
- 7) Achievement
- 8) Aid Hunter
- 9) Switch Target
- 10) Transfer Advantage

Activate Trait

Each trait needs to be activated to provide a bonus to a player's rolls. All traits are inactive at the beginning of a challenge. Describe how the character or opposition taps into the trait to apply it to the challenge. The player needs to decide at the moment of activation whether to assign the trait to offense or defense. This determines whether the trait will give bonuses to offensive actions or to defensive ones. Only three traits can be active for offense and three for defense (for a total of 6 active traits at any time). Once activated, the trait remains active throughout the challenge and stacks with other active traits. Since this is a physical conflict, physical traits (marked with a P on the character sheet) give their full rating as bonus, while social and mental traits (marked with S and M) give half (rounded up).

Reassign Traits

A player can take this action to change the assignments of her traits. Any or all active traits' assignment can be changed from offense to defense or vice versa, in any combination. This does not activate any new traits, however. It allows players to make their characters' stance more aggressive or defensive during conflicts.

Offensive Maneuver

Players make offensive maneuvers to gain advantage points against a particular threat or Hunter. Hunters first make a proposal describing their offensive action. The Challenger then offers a range of advantage points, with the minimum offer being 2 points. The Hunter can accept the offer and conclude the turn, or roll the dice instead. The Challenger is not offered any points and always rolls dice for her offensive maneuvers.

If the Hunter rejects the offer, he executes the action by rolling two ten-sided dice (2D10) and adding all bonuses from *active* traits assigned to offense (remember that only physical traits give full bonuses in this physical conflict, while others give half). For example, a Hunter with the social trait "Hunters' Lineage +2" and the physical trait "My Spear Is My Life +3", both activated and assigned to offense, rolls the dice for a sum between 2 and 20, and adds 4 points (half of 2 is 1, plus 3 makes 4) for a total range of 6 to 24.

The opposing player makes a defensive roll, using 2D10 and adding all *active* traits assigned to defense (again with full bonuses from physical traits and half bonuses from others). In this example, the Hunter's opponent with only one active physical defense trait, "Coward +1," rolls 2D10 and only adds one point for a total range of 3 to 21.

When the Challenger judges how many points to offer to a Hunter, start at a baseline of the difference in the Hunter's active offensive trait bonuses against your active defense bonuses (for example, if the Hunter has two offensive traits active that add up to +6, and your threat's active defense traits only add up to +4, you start at a baseline of 2 points). Then you add or subtract points for each of the following:

- How much effort has the Hunter put into making the action interesting? Even if the action isn't amazing, if you see that the Hunter is trying hard, reward it.
- Is the Hunter including details of the situation or opposition to her advantage?
- Is the Hunter making use of the setup of the challenge, including the environment, NPCs, and so on?

- Is the Hunter including creative descriptions of how she uses her traits and resources, including ones that aren't active but are still applicable? How about the character's personality, motivations, passions?
- Any other factor you think makes the game more fun; also be aware of how the other players around the table react to the maneuver description.

A reasonable offer would be to add 4 points for a good action, 8 points for a very good one, and 12 or more points for an awesome maneuver to the baseline.

This offering system is the heart of the Conflict Resolution system. The goal is to get the Hunters to make their maneuvers as creative and cool as possible. Do not allow the Hunters to just roll the dice every time. Challenge them, push them, and if necessary, give them a suggestion here and there to help them out if they are new to this style of play.

Free Strike or Achievement: Any single gain of 12 or more points (whether through the offer or a roll) gives the player the option to immediately make a free Strike or spend AP toward achieving a Goal, which is the one exception to only taking one action per turn.

Strike

A player can use advantage points to inflict damage on the opposition. The player taking a Strike buys damage dice at a cost of 4 AP per D6, as shown in the following table:

Cost	4	8	12	16	20	24	+4
Dice	D6	2D6	3D6	4D6	5D6	6D6	+D6

The player then rolls those dice, adds her highest physical offensive resource, and subtracts the opposition's highest physical defensive resource. Denied resources cannot be added; use a lower one instead if you have a second resource of that type. To reiterate: resources do *not* stack, unlike traits, and traits are not used in Strike actions at all.

Compare the outcome of the roll, as modified by the two resources, to the following table:

Result	1-5	6-10	11-15	16-20	21+
Damage	Light	Medium	Heavy	Incapacitating	Fatal

Mark this damage on the character or threats sheet by checking off the appropriate *physical* damage box. If all boxes of that level are already filled, mark a box of the next-higher level (e.g., when all medium boxes are filled, medium damage is moved up to heavy damage). Once a character or threat takes fatal physical damage, it is defeated and cannot act anymore within this challenge. In this demo, incapacitating damage has no effect. When all Hunter characters or all adversity threats have been defeated, the challenge ends.

Always have players roll to Strike first and then provide the narration of what exactly they are doing. That way, the description fits the effect and there is less disappointment with a low roll.

Deny Resource

A player can try to temporarily deny another player the use of a resource (resources are used in Strikes; see below). This is done via a simple offensive versus defensive roll, including bonuses from active traits. If the attacker beats the defender, the defender cannot use that resource anymore until it is recovered through a Recover Resource action or after the challenge is concluded. Make a note of the difference by which the acting player beat the defender; this is the difficulty for recovering the resource (see below).

The Challenger can, but does not have to, offer the Hunter an automatic success of a certain level when the Hunter describes how he denies the opposition's resource.

Recover Resource

In order to regain a resource that has been denied, the acting player must make a defensive roll against the opposition's offensive roll (both including bonuses from active traits) that beats the other player by at least as much as the roll that denied the resource.

When the Hunter describes how he plans to recover the resource, the Challenger can but does not have to decide that the description is sufficient without needing a roll.

Achievement

The challenge in this demo has several secondary goals listed. The difficulty listed in parentheses is the number of outcome dice that the Challenger starts with for that goal (the Hunters start at a disadvantage, without any outcome dice). A player can expend advantage points to add outcome dice to their side, at the same cost as strikes (4 AP per D6). However, unlike Strikes, these dice are not necessarily rolled immediately; they can build up over the course of the conflict.

Goals are resolved when both sides agree to roll the outcome dice. This can happen at any time during the conflict (and without either side spending an action). The Challenger rolls the difficulty rating in D6 plus any D6 that the threats added with Achievements, and the Hunters roll any D6 they bought with Achievements during the conflict, with the higher sum determining the outcome of the goal. Ties go to the Hunters.

Any leftover goals are resolved at the end of the conflict. If the Hunters won the conflict and have AP remaining, they can pool all remaining AP and use them to buy more dice for the leftover goals before they are resolved.

Aid Hunter

Two Hunters can combine their actions to work together. In that case, one of the Hunters chooses Aid Hunter, while the other chooses any action that requires the use of traits. The aiding Hunter simply grants the bonus of one of her traits to the other Hunter's action. This use is subject to the rule for halving the bonus if the trait is not of the same domain as the conflict; however, the aiding trait is not counted for the purposes of the three-trait limit on offensive or defensive traits of the second Hunter.

Switch Target

With this action, a Hunter can turn advantage points against one target into advantage points against another. This is especially useful for leftover points after a target has been defeated. However, the tradeoff is made at a 2:1 ratio. That is, 11 advantage points against target A turn into 6 advantage points against target B.

Transfer Advantage

A Hunter can use this action to transfer advantage points from one Hunter to another. This action automatically succeeds. The target of the advantage points, however, remains unchanged unless the Hunter trades the points in at a 2:1 ratio, as with Switch Target (this exchange can be done as part of the Transfer Advantage action).

RUNNING THE GAME

As the Challenger, familiarize yourself with this whole document before getting the group together. When you sit down to play with one or more Hunters, follow these steps:

1. **Introduce the Hunters to the game** and tell them what it's about. That includes both the basic setting and the spirit of the game. In short:

“This is a game about tribal warriors who protect their tribes and gain power and glory by hunting and killing powerful beasts as well as other enemies in a post-apocalyptic fantasy world. The game focuses on the players overcoming challenges and obstacles, and it rewards and promotes creativity, ingenuity, and guts.”
2. **Hand out the rules summary sheet** and explain the rules, emphasizing the value of creative and engaging descriptions of actions and the offering system.
3. **Hand out the character sheets** and let the players pick their characters. Give the players a minute to familiarize themselves with their characters and maybe talk about them with each other, if you've got more than one Hunter playing.
4. You're going to **salute in** using the traditional salute of the Chel'qhuri tribes. Explain what the salute means: You're going to be completely focused on the game, everyone respects everyone else, and nobody will take any hard feelings away from having their contributions to the game judged. Then salute in with every single Hunter by grabbing each other's right forearm. Try not to forget this step ☺
5. **Read or paraphrase the background section to the Hunters.** It describes how the Hunters get into the challenge. Place the map on the table when it comes up in the background. It shows what the environment looks like, including many details that they can use to their advantage.
6. **Select as many threats to play as there are Hunters** in the game. The other units might still be present and can be described as fighting the tribal warriors in the background, but the Hunters only need to worry about the ones you select to play.
7. **Play through the challenge** using the Conflict Resolution rules and the advice in the challenge section, below.
8. At the end of the game, when either all threats or all Hunters have been eliminated, **salute out, thank everyone** for playing, and maybe talk about how the game went.

CHALLENGE: ATTACK OF THE SAULA MIUR

Background (read or paraphrase to the Hunters):

You are just returning from the Beast Hunter gathering at the spirit stone at which you gained your first tattoo. The symbol of power, etched into your skin with the blood of the beast you have slain, feels vibrant and glorious. But on your way back to your tribe, you find the scene of a battle, littered with dead tribesmen and outsiders. Following the tracks leads you to the midst of old ruins at the border to the Devoran Marsh, a realm filled with drowned forests and deadly swamps.

This is where the Khuron-nadan made camp after their leader, Khuron, was severely wounded in the skirmish with the attackers. She suffers from a strong fever and is shifting in and out of consciousness. The warriors of the tribe are fighting amongst each other over who should step up to be the leader, but after some not-so-gentle persuasion, they agree to accept your lead until the current crisis is averted. They do so more willingly if you are a female Beast Hunter, as the tribes are matriarchal and the chiefs are always women.

You have very little time to prepare. The army, remnants of a defeated empire, will descend upon the camp shortly. It's time to make a stand and show them who they're messing with.

You will defend the Khuron-nadan camp from the attack of the Saula Miur, remnants of the imperial army that once ruled over most of the Berengad. Whenever you take a maneuver action during the challenge you have the option to make up preparations that you had made earlier and arranged with the other tribal warriors, including training, formations, placing any of the two dozen warriors of the tribe who are still able to fight, and any other activities you did before the enemy arrived. The warriors on your side are trained with spear, axe, and bow and arrow, and are fearless and dedicated.

The map shows you the location of the camp as well as the surrounding environment. It includes some details about the different areas that you could have explored during the negotiation phases. Keep it in front of you for the duration of the challenge. It also lists the secondary goals that are in play for you or the Challenger to accomplish or prevent. Pay close attention to those, as you may win the challenge but still suffer substantial losses.

To kick off the challenge, give a quick explanation of where your Hunter is when the attack begins and how the Hunter is situated.

Selecting the threats:

Now is the time to select a number of threats from the threat sheet equal to the number of Hunters who are playing the game. Pick the ones you think will be most interesting for you to play and the Hunters to fight against. The others can still be described, but they don't pose a direct threat, can't take any actions, and don't have to be defeated.

These are the threats. Their stats are listed on the threat sheet among the handouts.

Saula Miur Warriors

Several dozen veteran soldiers are charging out of the swamp-forest to attack the camp. They fight with more organization but less ferocity than the tribal warriors. Most of them are no match for a Beast Hunter, but they have strength in numbers and some lieutenants and huge warriors among them.

Assassins

Three elite assassins are secretly swimming through the river to emerge near the camp on the eastern side. They are headed for the chief to kill her while the battle rages further south. They are highly skilled, prefer to use sneaking maneuvers and surprise their enemies, and will retreat when they are severely wounded (whether a fatal damage result on them means one of them is killed or they simply retreat is up to your judgment of the Hunters' actions).

Leader and Elite Guard

The commander of these Saula Miur forces is clad in his old full-body armor that shows the wear and tear of many battles. He stands tall, with a broadsword in one hand and a large shield in the other. He is guarded on either side by a soldier wielding a bow, with swords hanging at their sides. If the leader joins the fray, he does so very carefully. He prefers to have his elite guards shoot down any warriors who might come for him. Unless drawn in, he will remain at the edge of the forest, just far enough out that he can see what's going on. If confronted, he will turn out to be a formidable fighter.

Warhounds

Even before the warriors reach the camp, their warhounds stream out of the drowned forest to swarm the area to tear any Chel'qhuri apart with their vicious fangs. They are led by an alpha dog that can be recognized if one studies the actions of the hounds for a moment. They are ferocious black-brown beasts, their fur spattered with mud and dried blood. The only thing these monsters fear is fire.

Running the challenge:

When you begin the game, make sure you know where the Hunters are. Then play the threats accordingly. Figure out which player will be attacked by which group, whether someone is guarding the camp where the assassins are heading, and so on.

At first, the warriors and warhounds are going to charge out of the drowned forest and toward the temple and the ruins. Whether they'll get there depends on how many Hunters stand in their way. In the meantime, the assassins emerge upriver and the leader stays back at the edge of the forest, having his elite guard fire arrows at the biggest threats.

Even though each threat has stats as a whole, do not shy away from establishing specific characters within that threat. The warriors could rally around a veteran among them, the warhounds have an alpha dog, and so on. Hunters will be more engaged if, instead of just attacking "that mass of warriors," there's "the warrior with the scar on his face who just threw his spear at me" that they want to pay back.

How the battle goes now depends largely on the Hunters and where they have taken their positions. Play accordingly, and feel free to describe the chaotic and violent scenes of battle around them. Provide engaging and descriptive elements to encourage the Hunters to do the same. Even though you won't be offered AP, make your maneuvers cool and creative.

Actions by all participants don't need to be within the same time frame. One Hunter might describe a maneuver that only takes a heartbeat, while another could fight her way across the battlefield to confront the leader in the same round. Leave it to the players to fill in the gaps if they feel like the actions before them took up time they need to account for. Discrepancies can always be explained by the chaotic impact combat has on people's perceptions.

If the Hunters are not making good use of the environment and its possibilities, drop some subtle hints in your descriptions or have your threats interact with it..

Goal outcome rolls will probably happen during the game. Make up a plausible way in which this occurs. For example, if the Hunters win the "Kidnap Tribal Children" goal, they could describe that they are hiding the children away from the battle before rejoining it. Goal outcome dice are bought with AP, so no one can affect the battle without maneuvering against one of the threats or vice versa. As an example, this means that the assassins can't kill the chief without maneuvering against a Hunter. If no Hunters are in the camp, their maneuvers will be the assassins trying to sneak in undetected.

When a threat or a Hunter is eliminated, provide the appropriate description or let the Hunter do it. This means that the threat or player cannot actively participate anymore, but defeated Hunters can still describe how their characters help out the others, which can lead to higher offers from you. When all threats or characters are eliminated, quickly describe the aftermath before ending the game by thanking everyone, and salute once more.

Who gets to say what

The default for this game is quite traditional: the Hunters describe what their characters are doing, and the Challenger describes everything else. However, I've found that it's great fun to give the Hunters a little more freedom.

For example, when fighting large groups of enemies, I let the Hunters describe how their characters kill some of the enemies during their offensive maneuvers. There are plenty of enemies to go around, and it kicks the Hunters' imagination into high gear if they get to say how their characters break necks, disarm soldiers and kill them with their own weapons, hack off a warhound's head with their mighty battleaxe, and so on. Good death descriptions are likely to earn higher advantage point offers, too. And when they do Strike, they can take out a Lieutenant, or the alpha dog, or a gigantic soldier, or whatnot.

I also allow them to describe how they are wounded when they take damage, how their allied NPCs act, and what details of the environment they find around them. If they include the environment in their maneuvers and make up something that hadn't been mentioned before, like a deep foundation in the temple area into which they're tossing themselves backwards to squash the assassin that's choking them from behind (this is an actual play example from when I ran the demo), so much the better! Whatever makes for a cooler moment in the game is fair play.

How far you want to go with this distribution of authority over the elements in the game is up to you and your group. It's worth thinking about before, and experimenting with during, the game.

BEAST HUNTERS DEMO - CONFLICT RESOLUTION RULES SUMMARY (1.5)

This is a physical challenge. Only physical traits give full bonuses, and only physical resources, initiative, and damage count. Take turns going from highest initiative to lowest.

Activate Trait: Check one trait off as active and assign to offense or defense. You can only have three traits assigned each to offense or defense (for a total of six active traits). Only active traits give bonuses to rolls. Social and mental traits only give half their rating as bonus.

Reassign Traits: Change any or all active traits from offense to defense or vice versa.

Offensive Maneuver: Describe an action that gains an advantage against one opposing threat. Make it as creative and cool as you can, using your traits (not necessarily only the active ones), the environment, the opposition's weak points, etc. Accept the Challenger's offer or roll 2D10 plus your active offensive traits. You gain the positive difference, if any, to the Challenger's roll as advantage points (AP) against this particular threat.

Strike: Buy damage dice with advantage points according to the following table:

Cost	4	8	12	16	20	24	+4
Dice	D6	2D6	3D6	4D6	5D6	6D6	+D6

Roll the dice you bought, add your highest physical offensive resource, subtract the highest physical defensive resource of the opposition, and compare to the following chart:

Result	1-5	6-10	11-15	16-20	21+
Damage	Light	Medium	Heavy	Incapacitating	Fatal

Fatal damage defeats the threat (incapacitating damage does nothing special). All damage is physical in this conflict, so keep track of damage against your character on the physical boxes.

Deny Resource: Describe how you keep a threat from using one of its resources. Roll 2D10 and add your active offensive traits. Beating the Challenger denies the resource.

Recover Resource: To regain a denied resource, describe how you get it back and roll 2D10, adding your active defense traits. Beating the Challenger by at least the same number of points you were beaten when the resource was denied recovers it.

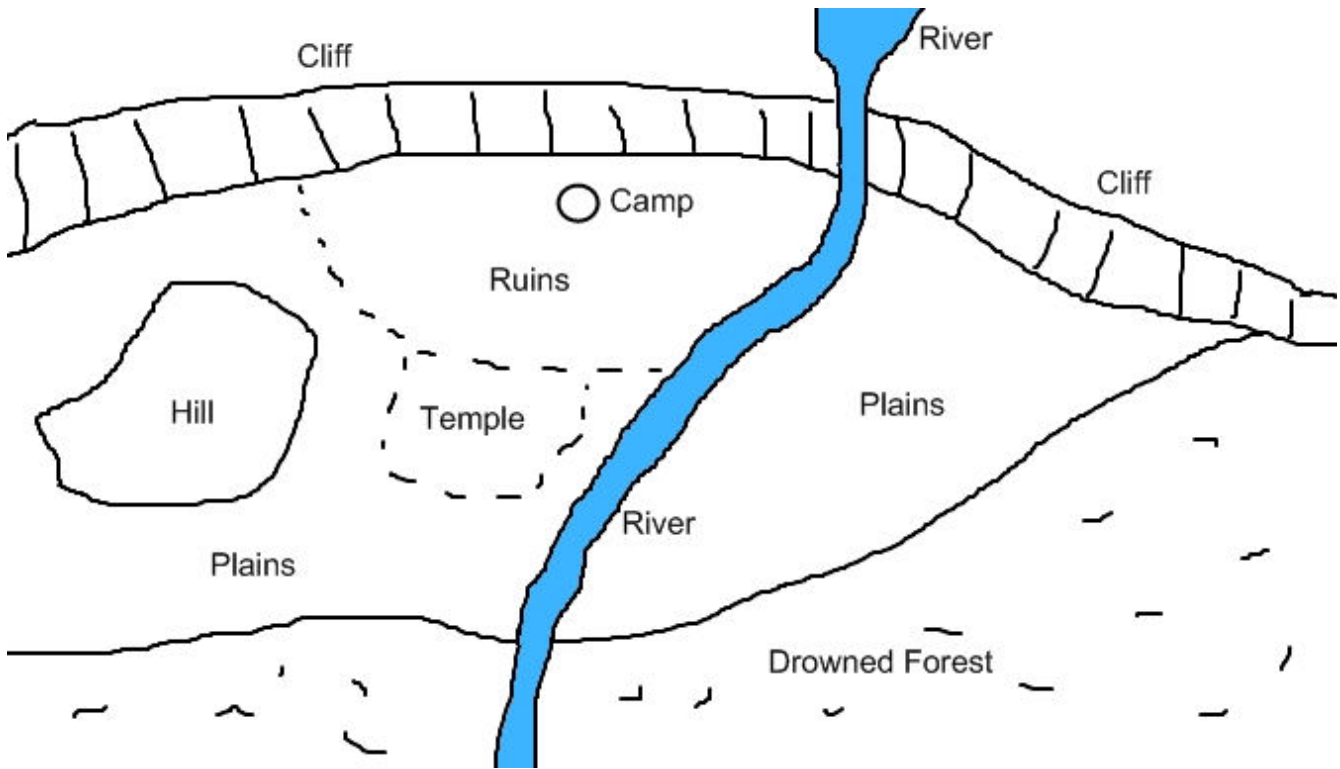
Achievement: Expend AP to earn outcome dice for a goal at the same cost as for a Strike. When both sides agree, you roll those dice against the Challenger's to determine the outcome.

Aid Hunter: Describe how your action helps another Hunter and add one of your active trait bonuses to her roll when it's her turn.

Switch Target: Exchange AP against a threat to AP against another threat at a 2 to 1 ratio.

Transfer Advantage: Give AP against a threat to another Hunter.

CHALLENGE MAP



GOALS

O Kidnap Tribal Children (2)

O Kill Chief Khuron (3)

(Difficulty)

O Reveal Traitor in the Tribe (1)

O Burn Down the Camp (1)

Ruins and Camp

The Khuron-nadan camp stands in the middle of the ancient ruins of a Rosvayan outpost. The area is scattered with half-decayed stone buildings, some of which still have roofs while others are just a lonely wall or two. Piles of debris litter the area, with trees and bushes growing out of them. The camp is made of tents and makeshift shelters within the ruins, with a large fire burning in the center to provide warmth and roast food.

Temple

Once a huge temple, this area now contains several gigantic pillars with remnants of the spanning roof. All of the pillars show deep cracks and some are near collapsing. Weathered and broken stone statues are everywhere. There are a few tunnels and underground rooms beneath.

River

The river is 200 feet wide and runs relatively slowly, except at the waterfalls by the cliffs.

Cliff

The cliff is a rough, rocky surface that rises up about 75 feet. Good climbers could scale it.

Hill

The hill is sprinkled with gnarly trees and boulders of varying sizes. There are several caves as well.

Drowned Forest

Crooked trees and wild bushes rise out of the knee-deep muddy waters, and the thick treetops shut out most of the sunlight. Visibility is very limited.

THREAT SHEET

Saula Miur Warriors

Initiative: P2

Traits: Squad Tactics P+4 ____, Cover Each Other's Backs P+6 ____

Resources: Swords and Spears PO+4, Leather Armor PD+4

Damage (L/M/H/I/F): O/O/O/O/O

AP Against _____: _____

AP Against _____: _____

Assassins

Initiative: P8

Traits: Trained Assassins P+8 ____, Sneaky P+4 ____

Resources: Machetes PO+4, Darkened Armor PD+4

Damage (L/M/H/I/F): O/O/O/O/O

AP Against _____: _____

AP Against _____: _____

Leader and Elite Guard

Initiative: P4

Traits: Veterans of the Saula Miur P+6 ____, Decades of Training P+4 ____

Resources: Broad Sword and Bows PO+4, Armor PD+6

Damage (L/M/H/I/F): O/O/O/O/O

AP Against _____: _____

AP Against _____: _____

Warhounds

Initiative: P6

Traits: Ferocious Charge P+6 ____, Quick and Deadly P+4 ____

Resources: Sharp Fangs PO+8, Thick Hides PD+2

Damage (L/M/H/I/F): O/O/O/O/O

AP Against _____: _____

AP Against _____: _____

Beast Hunters

Name: Iaqhari

Hunter: _____

Initiative: M2

P2

S3

Advantage Points v. _____ : _____
: _____
: _____
: _____

Offensive Traits

Trained By My Mother P+5

Natural Leader S+5

Piercing Intelligence M+3

Defensive Traits

Cold Blooded P+3

Daughter of Sereqhi S+2

Pure Determination M+1

Offensive Resources

Mother's Sword PO+4

My Name SO+2

Defensive Resources

Armor Taken By My Hand PD+3

Iron Will MD+1

Qharkatas Tattoo:

This tattoo allows the Beast Hunter to be comfortable at any height and increases her sense of balance. The tattoo grants a bonus of +2 on all physical defense rolls. This bonus is always active and stacks with any active physical defensive traits.



Mental

Light OO

Medium O

Heavy O

Incapacitating O

Fatal O

Physical

Light OO

Medium OO

Heavy O

Incapacitating O

Fatal O

Social

Light OOO

Medium OO

Heavy O

Incapacitating O

Fatal O

Beast Hunters

Name: Kelkha

Hunter: _____

Initiative: **M1**

P5

S1

Advantage Points v. _____: _____
 _____:
 _____:
 _____:

Offensive Traits

My Hands Crush Skulls P+4
 Violence Is My Way P+5
 Voice Of Power S+1

Defensive Traits

Tougher Than A Bear P+3
 Feared And Admired S+2
 Never Back Down M+1

Offensive Resources

Massive Battleaxe PO+6
 Dual Swords PO+3

Defensive Resources

Resilience PD+2
 Necklace of Bones MO+1

Dektratan Tattoo

The Hunter receives a constant bonus of +2 on all physical defense rolls due to increased speed and agility. This bonus is always active and stacks with active physical defensive traits.



Mental

Light
 Medium
 Heavy
 Incapacitating
 Fatal

Physical

Light
 Medium
 Heavy
 Incapacitating
 Fatal

Social

Light
 Medium
 Heavy
 Incapacitating
 Fatal

Beast Hunters

Name: Nioqhe

Hunter: _____

Initiative: **M2**

P4 (P7)

S1

Advantage Points v. _____:
 _____:
 _____:
 _____:

Offensive Traits

Lust For Blood P+4
 I Know Where It Hurts P+2
 Arkhya Will Die At My Hands S+2

Defensive Traits

The Beatings Made Me Stronger P+2
 I Revel In Pain P+3
 You Don't Know What I'll Do M+5

Offensive Resources

Dagger and Metal Claw PO+3
 Drive for Revenge MO+1

Defensive Resources

Reflexes PD+6
 Lack of Caring SD+2

Ispalar Tattoo:

The Beast Hunter can sense the presence and general direction of living beings in the vicinity, even without seeing, smelling, or hearing them. This grants a +3 bonus to the Hunter's physical initiative (bringing Nioqhe's initiative effectively to P7).



Mental

Light OO
 Medium OO
 Heavy O
 Incapacitating O
 Fatal O

Physical

Light OOO
 Medium OO
 Heavy O
 Incapacitating O
 Fatal O

Social

Light OO
 Medium O
 Heavy O
 Incapacitating O
 Fatal O

Beast Hunters

Name: Olor

Hunter: _____

Initiative: M3

P3

S1

Advantage Points v. _____: _____
: _____
: _____
: _____

Offensive Traits

Spirits Guide My Arm P+3
I Know No Fear P+3
Speaking With Ancestors M+3

Defensive Traits

Fought Off The Tarrag P+2
Protected By The Spirits M+4
And Yet You Fear My Spirits S+5

Offensive Resources

Spirit Spear PO+4
Pendants and Symbols SO+1

Defensive Resources

Ritual Leather Armor PD+4
Protective Hair Bells MD+3

Hektratan Tattoo:

The Hunter receives a constant bonus of +2 on all physical defense rolls due to increased speed and agility. This bonus is always active and stacks with active physical defensive traits.



Mental

Light 000

Medium 00

Heavy 0

Incapacitating 0

Fatal 0

Physical

Light 00

Medium 00

Heavy 0

Incapacitating 0

Fatal 0

Social

Light 00

Medium 0

Heavy 0

Incapacitating 0

Fatal 0