



EQUIPMENT

MAX LOAD (11+STR)



NOTES

RANGER

These city-born folk you travel with. Have they heard the call of the wolf? Felt the winds howl in the bleak deserts of the East?

Have they hunted their prey with the bow and the knife like you? Hell no. That's why they need you. Guide. Hunter. Creature of the wilds. You are these things and more. Your time in the wilderness may have been solitary until now, but the call of some greater thing—call it fate if you like—has cast your lot with these folk. Brave, they may be. Powerful and strong, too. But only you know the secrets of the spaces between. Without you, they'd be lost. Blaze a trail through the blood and dark, strider.

NAME

LEVEL

XP



ALIGNMENT | CHOOSE ONE OR WRITE YOUR OWN

- Free Spirited**
Free someone from literal or figurative bonds
- Thrill-seeker**
Track a mighty beast
- Naturalist**
Learn something new about an animal or the wilds.
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BACKGROUND | CHOOSE ONE OR WRITE YOUR OWN

- Beastmaster**
Your animal companion is a nature spirit that takes many forms. After hunting and killing an animal, your companion may take its shape. When it does, you may reallocate its stats.
- Hunter**
Your attacks are Brutal (roll twice for damage, take the better number), against wounded enemies.
- Guide**
When you successfully Undertake a Perilous Journey, gain a benefit based on your role:
 - Scout: find a friendly traveller who will help and accompany you
 - Trailblazer: find traces of a lost caravan, containing useful clues or supplies
 - Quartermaster: hunt for game, collecting d6 valuable pelts.
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STARTING GEAR

LEATHER ARMOR (1 ARMOR, 1 WEIGHT)

RATIONS (5 USES, 1 WEIGHT)

BUNDLE OF ARROWS (3 AMMO, 1 WEIGHT)

CHOOSE YOUR WEAPON

- LONG SWORD (+1 DAMAGE, CLOSE, 2 WEIGHT)
+RAGGED BOW (NEAR, 2 WEIGHT)
- HUNTER'S BOW (NEAR, FAR, 1 WEIGHT)
+DAGGER (HAND, 1 WEIGHT)

CHOOSE TWO

- 3 THROWING DAGGERS (THROWN, NEAR, 0 WEIGHT)
- ADVENTURING GEAR (5 USES, 1 WEIGHT)
- POULTICES AND HERBS (2 USES, SLOW, 1 WEIGHT)
- PERSONAL FEAST (RATION, 1 USE, 1 WEIGHT)
- HALFLING PIPEWEED (3 USES, 0 WEIGHT)

CHARACTER SKETCH

BONDS

Starting Attributes: 8(-1), 9, 12, 13(+1), 15(+1), 16(+2)

STRENGTH DEXTERITY CONSTITUTION INTELLECT WISDOM CHARISMA

STR DEX CON INT WIS CHA

WEAK SHAKY SICK DAZED CONFUSED SCARRED

HIT POINTS
MAX = 8+CONSTITUTION

ARMOR

DAMAGE
D8

MODIFIERS

VIGOR
Once per Encounter
HEALING SURGE
Recover d4 HP per vigor spent
ACTION SURGE
Spend 1 vigor to reroll both D6
Max = 4+CON

STARTING MOVES

ANIMAL COMPANION

You've got a trusted animal companion, who sticks with you through thick and thin, and who you can always rely on. Name and describe them!

Distribute 4 points among their stats in the way that best describes your companion (min 0, max 3)

Ferocity		Toughness		Cunning	
current	max	current	max	current	max

What are your companion's instincts? (Pick two)

- To hide and ambush
- To search and track
- To rip and tear
- To guard and keep watch
- To do tricks and make friends
- To steal things and fool people

Your companion can aid your rolls if doing so would follow one of its instincts. When **your companion aids you**, roll an extra d6 and take the highest 2 dice. But if **any of the dice comes up 1** then in addition to the outcome of your roll, choose one:

- Your companion got themselves into trouble and needs your help
- Your companion is tested and must spend a point from one of its stats to help you.

When **all of your companion's stats are reduced to zero**, they have worked themselves to exhaustion and they can no longer help you. When you **Make Camp**, stats are restored to their maximum values.

TRAINED COMPANION

Your companion is no ordinary pet. Years of camaraderie and experience allow you to work together like a well oiled machine.

- Your companion may help you even when it doesn't follow their instincts, if they spend a point of Cunning first.
- When your companion helps you deal damage, you may spend a Ferocity to deal an extra d4 damage.
- When you take damage while your companion was helping you, you may spend a Toughness to negate d4 damage.

BONDED SPIRIT

You and your animal companion are linked forever. As long as you live, they won't die. If they would be injured, they instead lose two stat points to reflect how they fought off, endured, and/or escaped the danger.

When you **roll a 1 on a Healing Surge**, your companion regains a point in one of their stats.

SKIRMISHER

Your weapons and ammo weigh 1 less, to a minimum of 1. All your melee weapons are Precise.

TAKE THE SHOT

When you **loose a Volley at an unsuspecting foe**, choose one bonus:

- Your attack automatically hits
- If you hit, you will deal an extra d6 damage
- If you hit, your position won't be given away
- If you hit, one of the target's limbs will also be crippled
- Hit or miss, your target will be shocked into inaction

LEVEL 2+ ABILITIES

WELL TRAINED

Your companion is a paragon of its kind. Choose one:

- +1 Cunning, +1 Ferocity
- +1 Cunning, +1 Toughness
- +2 Cunning

SETUP STRIKE

When you **deal damage to an enemy**, pick an ally to take d6 damage Forward against them.

NATIVE CUSTOMS

When you **Parley with a member of an alien culture**, you may roll+INT instead of +CHA.

CAMP DEFENDER

When you **Make Camp** you may spend some time securing it. Anything approaching will set off snares, automatically alerting you and all allies. If anything happens in the night, you all take +1 Forward against it.

FERAL FIGHTER

Your companion's damage and armor bonuses increase to D6.

ON THE HUNT

When you **hear of an impressive beast or monster**, and have time to learn about them, you may initiate a hunt. Roll+INT.

On a 7-9, choose two. On a 10+, choose 4:

- Take +1 ongoing when tracking and chasing them
- Your attacks are Brutal against them
- Find a local guide who will help you
- Learn what areas they frequent
- Learn their natural weaknesses and strengths
- Learn if they have a Bane and, if so, what it is

TRACKER

When you **follow a trail of clues left behind by a creature**, you may roll+WIS. On a 7+, you can easily follow the trail until it dead ends. On a 10+, you also gain a useful piece of information about your quarry.

ONE WITH NATURE

As long as you're in nature, you don't need rations and you're always dressed appropriately. You may speak with and understand animals you are touching.

EYE OF THE TIGER

When you **stare down a hostile beast**, roll+WIS. On a hit, the animal won't attack as long as you maintain eye contact. On a 10+, it becomes passive and will leave you alone.

TRAPPER

When you **set a trap**, describe what triggers the trap and where the trap is. Then mark off a use of Adventuring Gear and roll+INT. On a hit, pick one. On a 10+, pick 2.

- The trap deals d8 damage
- The trap will ensnare its victim, preventing their escape
- The trap covers a wide area, gathering many targets into a tight space

ANIMAL FAMILIARITY

When you **Spout Lore about an animal**, on a hit you may ask the GM any one question about the subject. Take +1 Forward acting on the answer.

AMBUSH PREDATOR

Gain +1 Forward when you **spot enemies who haven't noticed you**. When you keep still and quiet in natural surroundings, enemies will never spot you.

LEVEL 6+ ABILITIES

KING OF BEASTS

Your companion is peerless among its kind. Increase one of its stats by 2, OR increase all of its stats by 1.

LEGENDARY COMPANION

Maybe it's the food. Maybe it's the exposure to magic. Maybe it's that weird plant you saw it rubbing on. Whatever the reason, your animal companion has gained a supernatural power. Describe the power to your GM, and they will tell you the limitations, drawbacks, or hazards of the power. You companion may use the power by spending a single point of any stat.

LEADER OF THE PACK

Requires On the Hunt

When you **are On the Hunt**, all of your allies' attacks deal +d4 damage against your quarry.

ONE SOUL, TWO BODIES

You share a telepathic link with your Companion. Grant them +1 Cunning, and you may see through their eyes while you concentrate.

WILD SPEECH

You can speak with and understand any creature or person native to your home plane of existence.

SNIPER

When you **Take the Shot**, choose 2 bonuses instead of 1.

FAVORED ENEMY

When you **take a trophy from a slain enemy**, you may choose its kind as your favored enemy. You have +1 ongoing to hunt your favored enemy. You may only have one favored enemy at a time.

VIPER'S FANGS

When you **strike with two weapons at once**, deal an extra D6 damage for your offhand.

BLOT OUT THE SUN

When you **Volley** on a 10+, you may spend ammo. For each point of ammo spent, you may choose an extra target or roll an extra damage die. Roll all damage dice, dealing the highest value to all targets.

GOD AMONG THE WASTES

Your connection to the wild transcends flesh. Choose one:
 Gain the Commune and Shapeshift Druid moves
 Gain the Enlightenment and Channel Divinity Cleric moves. Your deity is The Hunt. When casting spells, treat your level as 2 lower.