

Name




Look

Human: Clark, Sybil, Locksley, Fiona, Tripp, Ariana, Raven, Constance
Elf: Quentiir, Mandmeril, Greenleaf, Kethzara, Ladrengil, Aelisa

Sharp Eyes, Eager Eyes, or Wild Eyes
Elfish Cap, Feathered Cap, or Slicked Hair
Traveling Clothes, Ostentatious Clothes, or Fancy Cape
Lithe Body, Fit Body, or Nimble 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
<input type="checkbox"/> Weak -1	<input type="checkbox"/> Shaky -1	<input type="checkbox"/> Sick -1	<input type="checkbox"/> Stunned -1	<input type="checkbox"/> Confused -1	<input type="checkbox"/> Scarred -1
STR	DEX	CON	INT	WIS	CHA

Damage  Armor  HP  Your Max HP is 6+Constitution

Drive

What drives you to be the greatest? Choose one:

- True Love:
Part with something of great value in the name of love.
- Pride and Glory:
Leave a foe with a parting shot they'll remember you by, either verbal or physical.
- Defending Freedom:
Publicly denounce a figure of authority to their face.

Domain

Choose any race, then choose your preferred domain and the Trick Shot you learned to use while living there:

- Urban:
 - Noisemaker Shot: The shot will make a loud and attention-grabbing sound shortly after impact.
- Rural:
 - Lure Shot: The shot releases a scent which attracts an animal, bird, or insect species of your choice that normally lives in the area.
- High Society:
 - Smoke Shot: The shot releases a large cloud of choking black smog that others cannot see through.

Bonds

I don't think _____ quite grasps just how impressive my talents are. That'll be easy enough to fix!
_____ and I are old rivals. And I'll show them up again this time, too!
I've got _____ watching my back, and I know I can always count on them.
_____ never really forgave me after that one time we went drinking together....

Starting Moves

Trick Shot

When you have the appropriate supplies and a couple minutes to tweak your ammo, gain 3 Quiver. You can have up to 3 Quiver prepared at any one time. When you shoot your weapon at a range, you may expend 1 Quiver to add an effect:

- Explosive Shot: The shot gains the *forceful*, *messy*, and *area* tags.
- Elemental Shot: The shot deals +1d4 damage.
- Stun Shot: The shot gains the *stun* tag.
- Poisoned Shot: The target deals -1d4 damage ongoing until cured.
- Piercing Shot: The shot gains +2 *piercing*.
- Rope Shot: The shot trails a line of rope from the point of impact back to you.

Rebounding Shot

When you angle your shot to bounce off one target towards another, roll +DEX. On a 10+, tell the GM where the second hit strikes. On a 7-9, as 10+ and the GM tells you where the third hit strikes.

Draw A Bead On 'em

When you focus your aim on one target to the exclusion of all others, they cannot escape your sight without fleeing behind solid cover. Gain +1 ongoing to hit that target until they've escaped your gaze. Take -1 ongoing to hit any other enemy until you have ended this effect.

Maybe You've Heard of Me?

When you draw on your reputation in a crowd, roll +CHA. On a hit, several people have heard a story about you that casts you in a favorable light, which you can use for leverage. On a 10+, also take +1 forward to Parley. On a 7-9, they've all heard the story, but the version they heard includes two caveats from the list below – the GM will tell you which.

- The story inaccurately attributes a major achievement by another to your own actions.
- The story suffers from a significant exaggeration of fact.
- The storyteller missed an important and relevant detail.
- Somebody in the crowd pipes up with an awkward or embarrassing question about the story.

The Marksman

Level
XP

Gear

Your Load is 9+STR. Choose your armament:

- An ornate Elven longbow (far, near, two-handed, 1 weight)
- A small sturdy crossbow (far, near, close, -1 damage, two-handed, 1 weight)
- A newfangled Dwarven pistol (far, near, close, reload, 1 weight)

Choose up to three supplies:

- Two bundles of arrows (6 ammo, 2 weight total)
- Dungeon rations (1 weight)
- One bundle of Elven arrows (4 ammo, 1 weight)
- Adventuring gear (1 weight)
- Hand Dagger (close, hand, precise, -2 damage, 1 weight)

Choose one:

- A worn and dented medallion, won in a childhood competition (0 weight)
- A locket with a picture of the object of your affections, to be wooed with great deeds (0 weight)
- A hidden scar, the memento of a worthy rival (0 weight)
- A thick stack of posters with your name and picture, ready to be hung everywhere (1 weight)

Advanced Moves

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

Got a Present For Ya

When you tweak your ammunition with Trick Shot, you gain 4 Quiver instead of 3.

Pour It On

When you strike a target with a Trick Shot, you may expend 1 additional Quiver to inflict a secondary Trick Shot effect.

Covering Fire

When you have Drawn a Bead on a target, you may spend 1 Quiver to choose the following option at any time:

- Let an ally treat a 7-9 roll to Defy Danger with DEX posed by the target as a 10+.

Wait For It

You do not have to decide immediately whether or not a shot was a Trick Shot. You can activate its effect(s) at any future moment of your choice, paying your Quiver at that time.

Hit the Weak Point

When you Discern Realities against a target, you may also choose to ask the following question. If you do, take +1d4 ongoing to damage against them when acting on the answer.

- Where are they most vulnerable?

Run & Gun

When you use DEX to Defy Danger and have not yet Drawn a Bead on anyone, take +1 forward to Fire a Volley on the source of the danger you defied.

Arrowhead

You can spend 1 Quiver to add the *hand* and *precise* tags to your weapon for one move.

Anything You Can Do

When you watch a rival attempt an impressive feat, gain +1 forward if you attempt the same feat in a more challenging manner.

Friend of the People

When you sneak into a settlement where you have an outstanding warrant, roll +CHA. On a hit, sympathetic townsfolk will help smuggle you past the walls unnoticed. On a 10+, you won't be ratted out to the authorities now that you're inside, either.

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

Special Delivery

Replaces **Got a Present For Ya**. When you tweak your ammunition with Trick Shot, you gain 5 Quiver instead of 4.

More Dakka

Replaces **Pour It On**. When you strike a target with a Trick Shot, you may expend up to 2 additional Quiver to inflict additional Trick Shot effects at a rate of 1-for-1.

Curve the Arrow

You can target enemies hiding behind cover when Firing a Volley.

Pinball Shot

When you roll a 12+ on Rebounding Shot, you may strike one additional target of your own choosing.

Shoot It Out of the Sky

You may expend 1 Quiver to immediately negate an airborne projectile.

Stand and Deliver

When you challenge a foe to a fair contest of skill, they must accept your offer on the spot or suffer humiliation by their peers.

Put a Sock in It

When you interrupt an enemy trying to rally or command their allies and subordinates, roll +CHA. On a 10+, you cut them off mid-sentence in a humiliating manner. On a 7-9, they've stopped talking, but only because they're awed at how much of a putz you were trying to make it happen.

Hawkeye

When you have Drawn A Bead on a creature or object, you can always choose precisely where your shots will hit them, no matter how small your target area is.

Untouchable Hero

When you act openly in a public place, the local authorities cannot directly interfere with you.