

Beastmaster

"I'm one with my animal companion. With her, I'm full. Without her, I'm empty. We hunt together, feast together, breathe together. My family is not bound by blood, but by the thrill of the hunt, the bond of chasing our prey. In the woods of brick and mortar I seek solace in my companion, longing for the day we'll once again live in nature as predators."

Beastmasters are skillful hunters who are bound to an animal companion, thriving in places away from civilization.

NAME

LEVEL

LOOKS

XP

Strength

Dexterity

Constitution

STR

DEX

CON

Weak -1 Shaky -1 Sick -1

Intelligence

Wisdom

Charisma

INT

WIS

CHA

Stunned -1 Confused -1 Scarred -1

ARMOR

HIT POINTS

DAMAGE

d6

(Maximum 8+Constitution)

ORIGIN

Origin

Choose your Homeland:

- Kunla
- Kidhai

HERITAGE/ORIGIN MOVE

Heritage/Origin Move

ALIGNMENT

Alignment

Choose an alignment:

- Lawful: Tame or drive off a dangerous beast.
- Good: Help a beast in need.
- Chaotic: Side with nature over civilization.

BONDS

Bonds

Ask the other players the following questions and write down who volunteered.

- * Who fears my animal companion?
- * Who gets along unusually well with my animal companion?
- * Who wants to learn how I tame and command beasts?
- * Who considers me uncivilized?

GEAR

Gear

Your load is 9+STR. You start with travel rations (5 uses, 1 weight), pet food (5 uses, 1 weight), and armor made from animal skins (1 armor, 1 weight). Choose your armaments:

- Katar (hand, 1 piercing, 1 weight), and a short bow (near, 2 weight) and a bundle of arrows (3 ammo, 1 weight)
- Wood harpoon (reach, thrown [near], awkward, 2 weight)
- Hunting spear (reach, thrown [near], 1 weight) and shield (+1 armor, 2 weight)

Choose one other:

- 3 vials of antitoxin (0 weight)
- Poultices and herbs (2 uses, slow, 1 weight)
- Travel rations (5 uses, 1 weight) and animal skins (5 coins)

Select your Initial Move

Choose one of these to start with:

Tradition

You grew up in a clan that bonded with and raised certain animals. You see your animal companion as family. When you **aid or hinder each other**, take +1, and you can never be compelled to harm each other.

Survival

You and your animal companion worked together to get out of a bad situation. Since then, the animal has stuck with you. You both gain +2 HP, and when you or your animal companion **takes your last breath**, take +1.

Spirit

Your animal companion is a spiritual manifestation of you. You start with **spirit bond**, and your animal companion can reside within your body.

Extra Starting Moves

You also start with these moves:

Animal Companion

You have befriended an exceptional animal. Animal companions start with WIS +1, INT -1, and CHA +0. You can allocate +2, +1, and +0 between its STR, DEX, and CON. It can be either human-sized or *small*. It has the *close* tag and deals 1d6 damage, and has hit points equal to one-half of yours (rounded down). Choose 2:

- * It has the *stealthy* tag.
- * It has a useful feature or ability (breathe underwater, swift speed, venomous bite, keen senses, camouflage, rusts metal on contact, etc). You can choose this option more than once.
- * It has a special mode of movement (climbing, swimming, burrowing, etc). You can choose this option more than once.
- * It has the *large* and *reach* tags.
- * It has especially thick or scaly skin—it gains +1 armor.
- * Its natural weapons are especially dangerous—it has the *1 piercing* and *messy* tags.
- * It has many natural weapons—roll damage twice and use the better result.

Beast Lore

When you **spout lore about animals**, you can roll +WIS.

Cooperation

When you **aid your animal companion**, on a 7+ your animal companion takes +1d4 damage forward, and vice versa.

Wild Speech

You can communicate with animals.

Advanced Moves

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

- Animal Instincts
 - When in a natural environment, enemies cannot catch you or your animal companion by surprise.
- Beast Hunter
 - When you deal damage to a beast, deal +1d6 damage.
- Coordinated Attack

Replaces: Cooperation

 - When you hack and slash, on a 10+ your animal companion takes +1d6 damage forward against the same target, and vice versa.
- Don't Bite the Hand That Feeds You
 - As long as your animal hirelings are well fed, you take +1 when ordering them. When you parley with an animal, if you offer it food that it would normally eat you take the 10+ result.
- Feral Telepathy

Requires: Wild Speech

 - You can communicate with animals you can see telepathically.
- Hunter & Gatherer
 - 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.
- Leader of the Pack
 - You attract 4 skill points worth of animal hirelings. When you order them, you can roll +WIS instead of +LOYALTY. If they are slain, more will arrive to serve you as soon as possible.
- Man's Best Friend
 - When your animal companion defends you or an ally, it holds +1 for each bond it has, even on a miss.

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

- Apex Predator

Requires: Survival of the Fittest

 - Choose a stat that you didn't increase with survival of the fittest and increase it by +1. Your animal companion can have four options from the list. Add these to the list of options you can choose from:
 - * It deals +1 damage (stacks with the previous option for +1 damage).
 - * It can have the huge and forceful tags.
- Beast Slayer

Replaces: Beast Hunter

 - When you deal damage to a beast, deal +1d8 damage.
- Dominate Beast

Requires: Feral Telepathy

 - When you force your way into a beast's mind and take control, roll +WIS. On a 10+, hold 3 Control. On a 7-9, hold 2 Control. On a miss, hold 1 Control in addition to whatever else the GM says. Spend Control, 1 for 1, to force the beast to move to a nearby location or make a move. You cannot have the target attack itself.
- Pack Alpha

Requires: Leader of the Pack

 - You now attract a total of 8 skill points worth of animal hirelings.
- Pecking Order

Requires: Leader of the Pack

 - When you reduce a beast to 0 hit points, instead of killing it you can spare it: it will obey you to the best of its ability until you show weakness or dismiss it.

- Master of Beasts
 - When you parley with beasts, you can roll +WIS instead of +CHA.
- Spirit Bond
 - You can sense your animal companion's general mood. When your animal companion takes damage, it is divided between you and it. This damage ignores your armor. If it's an odd amount, your animal companion takes the highest.
- Spring the Trap
 - When you hack and slash or volley and miss, your animal companion takes +1 forward to attack the same target, and vice versa.
- Survival of the Fittest

Requires: Animal Companion

 - Your animal companion gains +1 to its STR, DEX, CON, or WIS, and it can have three options from animal companion. Add these to the list of options you can choose from:
 - * It deals +1 damage.
 - * It has +1 armor (stacks with the previous option for +1 armor).
- Size Up
 - When you spend a few moments examining a creature, the GM will tell you its HP, damage, armor, special qualities, and moves.
- Venommunity
 - You and your animal companion are immune to all venoms and poisons.

- Precision Strike

Replaces: Coordinated Attack

 - When you hack and slash, on a 7+ your animal companion takes +1d8 damage forward against the same target, and vice versa.
- Scavenger

Requires: Hunter & Gatherer

 - When you use hunter and gatherer, choose 2. You are also immune to diseases and can survive on carrion without any ill effects.
- Share Strength

Requires: Spirit Bond

 - When you touch your animal companion and channel your strength into it, it regains 1d8 HP and roll +WIS. On a 10+, all 3. On a 7-9, choose 2.
 - * It regains an additional +1d8 HP.
 - * It takes +1 forward.
 - * You don't suffer 1d8 damage, ignoring armor.
- Shared Senses

Requires: Feral Telepathy

 - When you use feral telepathy, you can also choose to extend your senses to the target. You have no control over the target.
- Thick-Skinned
 - You and your animal companion both gain +1 armor.

