




<b>Name</b> <input style="width: 90%;" type="text"/>	<b>Look</b> <input style="width: 90%;" type="text"/>
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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="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>Weak -1</b>	<b>Wacky -1</b>	<b>Wick -1</b>	<b>Wounded -1</b>	<b>Worried -1</b>	<b>Worried -1</b>
<b>str</b>	<b>dex</b>	<b>con</b>	<b>int</b>	<b>Wis</b>	<b>cha</b>

<b>Damage</b> <input style="width: 90%;" type="text"/>	<b>Armor</b> <input style="width: 90%;" type="text"/>	<b>HP</b> <input style="width: 90%;" type="text"/>
		
		Your Max HP is 6+Constitution

**Alignment**

- Good**  
Vouch for the reputation of an ally in distress.
- Neutral:**  
Leave a foe with a parting shot they'll remember you by, either verbal or physical.
- Chaotic:**  
Publicly denounce a figure of authority to their face.

**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.

**Race**

- Human:**  
Add the following option to Trick Shot:
  - Noisemaker Shot: The shot will make a loud and attention-grabbing sound shortly after impact.
- Elf:**  
Add the following option to Trick Shot:
  - Lure Shot: The shot releases a scent which attracts an animal, bird, or insect species of your choice that normally lives in the area.

**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 take a moment to line up your shot at a target, gain +1 ongoing to hit that target with Fire A Volley 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.

**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....

<h1 style="margin: 0;">The Marksman</h1>	<b>Level</b> <input style="width: 90%;" type="text"/>
	<b>XP</b> <input style="width: 90%;" type="text"/>

## 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, reload, two-handed, 1 weight)
- A vast assortment of concealed throwing implements (near, close, hand, -1 damage, 0 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.

### 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 townfolk 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.

### Arrowhead

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

### Shoot It Out of the Sky

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

### 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.

### In My Sights

When you have Drawn A Bead on a target, you can choose to keep your eyes on them until the battle is ended, or they are dead, no matter where they hide or how far they run.

### Untouchable Hero

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