

Name

Race

Look

Choose a name or make your own:

Jonah, Halek, Brandon, Emory, Shrike, Nora, Belian
Throndir, Elrosine, Aranwe, Celion, Dambrath, Lanethe
Thoril, Corella, Carlove, Zanril, Krissys, Ricward, Diana

Choose a race or make your own:

Human, Elf, Dwarf, Halfling, Half-Elf
Lizardfolk, Orc, Gnome, Goblin, Hobgoblin
Tiefling, Catfolk, Kobold, Aasimar, Naga

Choose one for each or make your own:

Wild Eyes, Sharp Eyes, Animal Eyes, _____
Hooded Head, Wild Hair, Bald, _____
Cape, Camouflage, Traveling Clothes, _____

Assign these scores to your stats: +2, +1, +1, +0, +0, 1

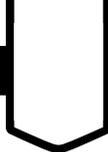
Strength Dexterity Constitution Intelligence Wisdom Charisma

STR DEX CON INT WIS CHA

Damage



Armor



HP



Your Max HP is 20

Drive

Choose one drive.

FREEDOM

Free someone from literal or figurative bonds.

ONLY YOU CAN PROTECT THE FOREST

Endanger yourself to combat an unnatural threat.

NATURE'S CALL

Help an animal or spirit of the wild.

Background

Choose your race, and then choose one background.

LONER

You have experience with staying out of sight. Take +1 to **Defy Danger** by hiding.

HUNTER

When you **Make Camp**, you never need to consume a ration.

Bonds

Fill in the name of one of your companions in at least one:

I have guided _____ before and they owe me for it.
_____ is a friend of nature, so I will be their friend as well.

_____ underestimates my talents. I will show them.

_____ does not understand life in the wild, I will teach them.

I lied to _____ about my past.

Starting Moves

You start with these moves:

HUNT AND TRACK

When you **follow a trail of clues left behind by passing creatures**, roll+WIS.

*On a 7-9: You follow the creature's trail until there's a significant change in its direction or mode of travel.

*On a 10+: You also **choose 1**.

- Gain a useful bit of information about your quarry, the GM will tell you what
- Determine what caused the trail to end

CALLED SHOT

When you **attack a defenseless or surprised enemy at range**, you can choose to deal your damage or name your target and roll+DEX.

- **Head: *10+:** As 7-9, plus your damage *7-9: They are *Stunned* for a few moments.
- **Arms: *10+:** As 7-9, plus your damage *7-9: They drop anything they're holding.
- **Legs: *10+:** As 7-9, plus your damage *7-9: They're hobbled and slow moving.

TRICK SHOT

When you **pull out just the right specialty ammo for the situation**, spend 1 ammo and choose an effect below. When you next fire your weapon, it gains that effect.

- **Explosive Shot:** The shot gains the *Forceful*, *Messy*, and *Area* tags.
- **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.
- **Noisemaker Shot:** The shot will make a loud and attention-grabbing sound on impact.
- **Smoke Shot:** The shot releases a large cloud of choking black smog.

THIS IS MY LAND

When you **spend time in an environment setting up a trap**, describe it and roll+WIS.

*On a 10+: Gain **Trap 3**.

*On a 7-9: Gain **Trap 1**.

Spend **Trap 1** for 1 on the following when enemies move through the trapped area to:

- Duck into a hiding spot you created, out of sight or out of reach.
- Avoid or knock aside an enemy attack by setting off a trap.
- Catch an opponent in a compromising situation.
- A target caught by your trap takes d8 damage.



The Ranger

Level

XP

Your load is 10+STR. Your starting gear is:

- Dungeon Rations (5 uses, 1 weight)
- Adventuring Gear (5 uses, 1 weight)
- Leather Armor (1 armor, 1 weight)
- Hunter's Bow (*Near, Far*, 1 weight)
- A Bundle of Arrows (3 ammo, 1 weight)
- 9 coins

Choose your armament:

- Short Sword (*Close*, 1 weight) and Dagger (*Hand*, 1 weight)
- Spear (*Reach*, 1 weight)
- Rapier (*Close, Precise*, 1 weight)
- Greataxe (*Close, Messy, Two-handed*, 1 weight)

Advanced Moves

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

ACROBAT

When you **perform a crazy acrobatic feat**, describe it and roll +DEX.

*On a 10+: Choose three.

*On a 7-9: Choose two.

- You end up exactly where you want to be
- You don't attract unwanted attention
- You grab someone nearby and bring them along with you
- You do it with grace and skill - take +1 forward

RESOURCEFUL

When you **take some time (an hour or so) to gather and craft arrows out of nearby materials**, roll+WIS.

*On a 10+: You create a Bundle of Arrows (3 ammo, 1 weight)

*On a 7-9: As a 10+, but you draw some unwelcome attention.

WITHOUT A TRACE

When you **mask a trail with skill and magic**, roll+WIS.

*On a 10+: No one will be able to track the trail, not even by scent or with magic.

*On a 7-9: Only those with magical assistance will be able to track you.

BLOT OUT THE SUN

When you **lay down a torrent of covering fire**, spend on ammo and roll+DEX.

*On a 10+: Choose three.

*On a 7-9: Choose one:

- Your allies can make a quick dash without being attacked.
- Your enemies keep their heads down.
- You deal damage to one enemy.
- You don't expose yourself to danger.

WILD EMPATHY

You can speak with and understand animals.

REBOUNDED SHOT

When you **roll a 10+ on Volley**, you may strike one additional target of your own choosing.

CAMOUFLAGE

When you **keep still in natural surroundings**, enemies never spot you until you make a movement.

GOD AMIDST THE WASTES

Dedicate yourself to a deity (name a new one or choose one that's already been established). You gain the Cleric's **Channel Divinity** and **Commune** moves.

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

DEATH FROM ABOVE

When you **drop down unseen on an enemy from above**, roll +DEX.

*On a 10+: Choose three.

*On a 7-9: Choose two.

- Deal your damage with a Hand weapon.
- Kidnap them - you retreat to somewhere nearby, taking them with you.
- No one notices you dropping in, and your target doesn't make a sound.

ARCANE ARCHER

Your **Trick Shot** gains the following new effects to choose from.

- *Ice Shot*: The shot gains the *Slowing*, and *Freezing* tags.
- *Flame Shot*: The shot gains the *Flaming* tag.
- *Electric Shot*: The shot gains the *Stunning* tag.

FRIEND OF THE PEOPLE

When you **sneak into a settlement**, roll +CHA.

*On a 10+: Sympathetic townsfolk will help smuggle you past the walls unnoticed.

*On a 7-9: As a 10+, but once you are inside someone rats you out to the authorities.

BRAVE SIR ROBIN

You have a personal minstrel who follows you everywhere and sings your praises.

When they **sing you a song to prepare you for battle**, you and your allies take +1 forward. Should your minstrel ever die, a new one shows up at the first reasonable opportunity.

SMAUG'S BELLY

When you **know your target's weakest point**, your arrows have 3 *Piercing*.

MORE DAKKA

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

UNTOUCHABLE HERO

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

ARROWS OF THE HYDRA

You coat your arrows in a unique and toxic substance. When a **wound caused by one of your missiles is not treated by a skilled healer in a timely manner**, it will fester and kill the victim. You can specifically choose to shoot a clean missile instead and avoid this result.