LEVEL NAME

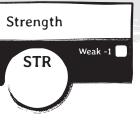
ELF: Hycorax, Ethanwe, Sinathel, Demanor, Menoliir, Mithralan, Taeros, Aegor HUMAN: Elana, Obelis, Herran, Syla, Andanna, Siobhan, Aziz, Pelin, Sibel, Nils, Wei

ORC: Erishnar, Coruq, Mirak, Garuk, Prinai, Ranak, Zuakka, Sulha

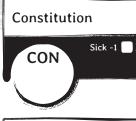
LOOK Choose one for each, or write your own: HAIR: Messy, braided, furry hood EYES: Wise, wild, haunting LOOK: Elaborate body tattoos, practical leathers, weathered hides

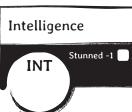
ARMOR HIT POINTS Max (8+Constitution) DAMAGE

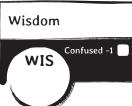
Assign these scores to your stats: 16(+2), 15(+1), 13(+1), 12(-), 9(-), 8(-1)

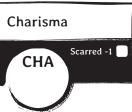












Fill in at least one with the name of a companion,

BONDS

DRIVES

or write your own. smells more like prev than a hunter. has tasted my blood and I theirs. We are bound by it.

XΡ

Deface, destroy, or bury a symbol or

Unnerve someone with your strange ways.

Slay a creature of considerable might or

Doggedly pursue a course of action, to your or your allies detriment.

Stand up to a bully or tyrant.

artifice of civilization.

Heritage

The Hunt

Defiance

cunning. Tenacity

STARTING MOVES

X Skin-Walker

You take the form of any natural animal from your homeland. Choose STR, DEX or INT, you take -1 ongoing to that stat while you maintain this form. You gain all of the physical features of the form, and also any limitations. Physical features do not extend to special abilities, such as echo-location, tremor sense, venom, webbing, etc.. Special abilities can be gained by choosing the useful adaptation specialization. For example, a large scorpion would have a stinger, but in order to gain the ability to envenom you must choose the useful adaptation specialization. You also do not have complete mastery of your new form. As a bird you may fly, but to dart and soar with precision requires taking the complete mastery specialization.

Choose an appropriate size:

- · Tiny gain Stealthy, damage reduced to 0
- Small
- Medium
- · Large
- Huge (requires Animal Instincts)

Choose an appropriate specialization (if any):

- Natural weapons deal +1d4 damage
- Stealthy
- Thick skin gain +1 armor
- · Gain a useful adaptation or ability, or have complete mastery over one (you can choose this more than once)
- Reach (requires Like a Second Skin)
- Amorphous (requires Like a Second Skin)
- Forceful (requires Animal Instincts)
- Don't take -1 ongoing (requires Animal Instincts)

X Blood is Life

When you deal damage to an enemy that bleeds, hold 1 blood. When you have a moment to rest, you may heal yourself by spending all of your blood, healing 1d6 +blood damage. Or you may heal another by cutting yourself for 1 damage, spending all of your blood, and feeding/marking them with your blood. This heals 1d6+blood damage.

If you make camp or go a day without dealing damage to an enemy that bleeds, the power in the blood fades, lose all blood you

When your total blood exceeds your WIS+1, roll 2d6 +WIS:

- 10+ you maintain control, for now
- 7-9 control is slipping, take -1 forward as you fight to contain the blood lust
- 6- you attack the closest enemy in sight. If you have no enemies in sight, the GM chooses who you attack.

Consumed Essence

Hunt a new animal in its natural environment. Upon slaying the animal and consuming its heart, you may add its species to the forms you can assume using skin-walker.

X Wild Speech

You can understand the speech of animals and communicate with them.

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и.	وبقور	-	3	

Elf The sap of the elder trees flows within you. In addition to the animals of your homeland, the animals of the Great forest are known for skin-walker.

Human

As your people learned to bind animals to field and farm, so too are you bound to them. You may always take the shape of any domesticated animal, in addition to your normal options.

Oi

You are at the top of the food chain. When you change your shape into that of a predator, you deal +1 damage.



STARTING GEAR

Max Load (9+STR) Currer

	Max Edda (5151K)
Some	Token of your land. Describe it:
Choos	e your defenses:
H	lide Armor (1 armor, worn, 1 weight)
B	one Armor (1 armor, worn, 1 weight)
Choos	e your armament:
K	ukri (hand, 1 weight)
S	taff (close, two-handed, 1 weight)
S	pear (close, thrown, near, 1 weight)
Choos	e one:
_ A	dventuring Gear (5 uses, 1 weight)
P	oultices & Herbs (2 uses, slow, 1 weight)

Pipeleaf (6 uses, 0 weight)

USEFUL ADAPTATION EXAMPLES

Pack Hunters

- Summon the pack
- Drag them to the ground

Flying Creatures

- \bullet Escape to the air
- · Pull an enemy aloft

Hardy Beasts

- Trample them
- Break through

Poisonous

Inflict your poison on them
 Drive them back

ADVANCED MOVES

When you gain a level from 2-10, you may choose from these moves.

Beastskin

When you use **skin-walker**, if you choose to gain +1 armor, you instead gain +2 armor

Blood is Power

Requires: Blood is Life or Beyond the Blood You can spend your blood, 1-for-1, to boost your Strength, Dexterity or speed; or to channel your feral power when not shifted.

- Take +1 forward on your next +STR move
- Take +1 forward on your next +DEX move
- Boost your speed, move incredibly quickly for a few seconds.
- If you are not in an animal form using skin-walker, channel your inner beast to deal +1d6 damage on your next hack and slash. This attack gains the forceful tag.

No option may be chosen more than once. No blood is gained from any attacks affected by this move.

Die by the Sword

When you take your **last breath** and either miss or refuse Death's bargain, you can still come back to life, but Death will take you during the next combat you participate in, somehow, some way, no matter what.

Forager

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

Keen Senses

You can see in the dark. When you **discern** realities you can ask an additional question, and on a miss you can still ask one.

Like a Second Skin

When you use **skin-walker**, you may choose up to **two specializations**. Add the following to your list of available specializations:

- Amorphous
- Reach

Nature Lore

When you **spout lore** about the wilderness, roll +WIS instead of +INT.

Razor-Sharp Claws

When you use **skin-walker** to change into an animal with obvious natural weapons, if you choose the specialization to deal +1d4 damage, you instead deal +1d6 damage.

Wild Empathy

When you try to get animals to do what you want, you can roll +WIS instead of +CHA.

Wild Stride

When you travel through the wilderness, it always takes less time than expected. In addition, plants part to allow you to pass by unhindered and unharmed, you do not slip on ice, and you do not leave tracks unless you wish to.

When you gain a level from 6-10, you may also choose from these moves.

Angel of Death

When you hack and slash or volley, you may spend blood before rolling. If you hit, for each blood you spend choose an extra target. Roll once and apply damage to all targets, but gain no blood for this attack. This move leaves you winded, take -1 forward.

Animal Instincts

Requires: Like a Second Skin

When you use **skin-walker**, add huge to your choices in size. You may choose up to **three specializations**. Add the following to your list of available specializations:

- Forceful
- Don't take -1 ongoing

Earth's Bounty

Requires: Forager

When you use **forager**, choose 3 and you can also choose from these:

- 1 healing potion
- 2 vials of antitoxin

Pack Alpha

When you order hirelings, you can roll +WIS.

Thick-Skinned

Requires: Beastskin

You gain +1 armor, whether or not you're in animal form.

Warg

When you possess a beast you can see, roll +WIS:

- On a 10+, hold 2 control
- On a 7-9, hold 1 control

Spend control, 1-for-1, to force it to move to a nearby location, or make a move. The possessed animal may not use attack moves or willingly harm itself.

Beyond the Blood

Replaces: Blood is Life

Your connection to nature provides the power to fuel your abilities, even against enemies with no blood. When you deal damage to an enemy, hold 1 blood. When you have a moment to rest, you may heal yourself by spending blood, 1-for-1, healing 1d6 damage per blood. You may heal another by cutting yourself for 1 damage, spending blood, 1-for-1, and feeding/marking them with your blood. This heals them 1d6 damage per blood.

If you **make camp** or go a day without dealing damage to an enemy, the power in the blood fades, lose all blood you have gained.

When your total blood exceeds your WIS+3, roll 2d6 +WIS:

- 10+ you maintain control, for now
- 7-9 control is slipping, take -1 Forward as you fight to contain the blood lust
- 6- you attack the closest enemy in sight.
 If you have no enemies in sight, the GM chooses who you attack.

Piercing Claws

Replaces: Razor-Sharp Claws

When you use **skin-walker** to change into an animal with obvious natural weapons, if you choose the specialization to deal +1d6 damage, you instead deal +1d8. Your attacks gain the messy and 1 piercing tags.

Wood-Wise

When you **spout lore** about the natural world and beasts, on a 12+ the GM will also reveal to you a glaring weakness, strength, or a long-forgotten secret.



