Name

Giant: Mar Wun Far Sun, Dun Bar Scran Ton

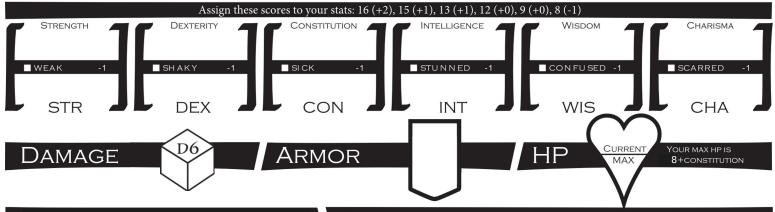
Human: Draenor, Heliwiig, Faramir

Singer: Oko Afategun-sare mi Kun fun Eja Aro, Iyaafin yii Yoo Sanwo fun

Gbogbo Re

Look

Hard Eyes, Dead Eyes, or Eager Eyes Hooded Head, Wild Hair, or Bald Cape, Camouflage, or Traveling Clothes Lithe Body, Wild Body, or Sharp Body



ALIGNMENT

□ **G**00D

Ease another creature's suffering.

□ Evil

Force the unwilling to do something against their nature.

RACE

☐ GIANT

Your damage die is d10.

☐ HUMAN

Once per battle, you may reroll a single Hack & Slash roll (yours or someone else's).

☐ SINGER

When you skinchange, ignore your first loyal companion.

BONDS

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

does not understan so I will teach them.	d life in the wild	
is jealous of my power.		
I feel a kinship with	because we have	
shared similar trouble while growing up.		
smells wrong. Something is amiss!		

STARTING MOVES

Skinchange

When you leave your body behind to occupy the body of another living creature (not your loyal companion), you must be with *near*, count the conditions from the list which apply, and roll +CHA -count:

- The target is sentient
- · The target is humanoid
- · The target is dangerous
- The target is large or huge
- The target is unwilling
- You already have a loyal companion (count each companion)

*On a 10+, you successfully occupy the body of the target for as long as you like, though your original body is comatose. You use your target's stats, HP, armor, damage, and moves while you wear its skin. If the target is slain while you wear its skin, you return to your original body and suffer any damage in excess of that to reduce the target to 0 HP. This damage ignores your armor. The target is aware of your presence and can identify you. *On a 7-9, you wear the target's skin for a brief time, after which you may not attempt to wear that target's skin again for an hour or so. *On a 6-, you fail to skinchange and are briefly stunned. You may never attempt to wear that target's skin again.

Force Loyalty

When skinchange with a 10+ into an unwounded target, you may immediately attempt to force the target to be your loyal companion. Count the items from the list which apply and roll +CHA -count:

- The target is sentient
- · The target is humanoid
- The target is dangerous
- You already have a loyal companion (count each companion)
- *On a 10+, you can wear the skin of your new loyal companion at will. Your loyal companion tries its best to follow your commands. *On a 7-9, the target becomes your loyal companion for a while. If your companion is threatened while you are not wearing its skin, roll 1d6. On a 1, 2, or 3, you lose control of your companion. *On a 6-, your target casts you out. You may never attempt to wear that target's skin again.

Stranded

When your original body dies, you may live on in one of your loyal companions. You automatically succeed in living on as a companion whose skin you are wearing. Otherwise roll +CHA. *On a 10+, you get your choice of companion. *On a 7-9, your first choice is unavailable or compromised. *On a 6-, your companion's true nature will gradually reassert itself. Regardless, you may never skinchange again.

Your load is 9+STR. You start with a dungeon ration (5 uses, 1 weight), adventuring gear (5 uses, 1 weight) and a poultice (2 uses, 1 weight). Choose your loadout:

☐ Ragged bow (near, 2 weight), arrows (3 uses, 1 weight), and dagger (hand, 1 weight)

☐ Short sword (*close*, 1 weight), shield (+1 armor, 1 weight),

and leather armor (1 armor, 1 weight)	
ADVANCED MOVES	20/1
When you gain a level from 2-5, choose from these moves.	Whe
□ We Come In Peace When you enter another as a petitioner instead of as an invader, you ignore the "target is unwilling" condition of skinchanging. You can now silently communicate with your target, but you cannot force your target to do anything. If you skinchanged with a roll of 10+, you take +1 forward to parley with the target due to your newfound empathy. You can not force the target's loyalty, but it may be convinced to become your loyal companion of its own free will.	□ N Whe mino 1d8 heal
	□ V Repl Igno
☐ Spider Sense When you coordinate with your loyal companion, take +1 ongoing to defy danger through quick reaction.	□ L You skin
☐ Warg Bond You perceive what your loyal companions perceive. When your companions discern realities, you instantly learn what they discern.	□ S Choo
☐ Will of Iron Ignore your first companion when you force loyalty.	□ L Whe mat
☐ Bulwark You ignore the clumsy tag on armor.	□ T You skin
☐ HUNTER's BROTHER Choose one move from the ranger class list.	□ F Whe
☐ Good Boy When you take this move, one of your loyal companions gains +1 modifier to a stat or +4 HP. If the target of this move ceases to be your loyal companion, you may apply the	
effect to a new companion. □ BEAST OF BURDEN Your load increases by 3.	□ C Whe and
☐ THE GREATEST SACRIFICE When you or an ally takes damage, one of your loval	

companions can intervene in an appropriate way and die to

negate the damage.

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

ature's Blessing

en you touch a wounded ally, skin to skin and mind to d, and tend their wounds, roll +WIS. *On a 10+, you heal damage or remove one disease. *On a 7-9, they are ed but the damage or disease is transferred to you.

VILL OF STEEL

laces: Will of Iron

re your first two companions when you force loyalty.

IKE A TRAP

ignore the "target is unwilling" condition of changing.

TALKER'S SISTER

ose one move from the ranger class list.

EVIATHAN

n you take this move, one of your loyal companions ures or becomes monstrous.

HE HARDER THEY FALL

ignore the "target is large or huge" condition of changing.

REED

n stranded, you ignore the restriction on skinchanging.

NE MIND

n you attack in concert with one of your loyal panions, take +1 forward to hack & slash.

LARITY OF THINKING

n you wear another's skin, you may use your INT, WIS, CHA modifiers instead of your target's to make moves.