

NAME

LOOK

*Small Humanoid: Kobolds, Goblins, InchMen, Tiny Dwarves, Fairies**Animal: Bats, Rats, Dogs, Snakes, Lizards**Insect: Beetles, Spiders, Cockroaches, Ants*

Countless Eyes, Iridescent Eyes, Glowing Eyes, No Eyes

No Hair, Bristling Hair, Matted Hair, Wild Hair

No Clothing, Rotten Clothing

Furry Body, Scrawny Body, Chitinous Body, Segmented 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
WEAK -1	SHAKY -1	SICK -1	STUNNED -1	CONFUSED -1	SCARRED -1
STR	DEX	CON	INT	WIS	CHA

DAMAGE



ARMOR



HP



YOUR MAX HP IS 15+CONSTITUTION

DRIVE

☐ COMMUNE

Establish a bond of understanding with a new species

☐ EXPAND

Secure a new home for your species to inhabit

☐ DOMINATE

Show the superiority of your species

STARTING MOVES

DISPERSED

You may not use most equipment, including weapons and armor. Attacks intended for a single target deal just one damage to you. Intelligent enemies may notice this advantage and adjust their tactics.

OVERCOME (CON)When you **use sheer numbers to overcome an obstacle**, roll +CON. *On a 10+, you overwhelm the obstacle with ease. *On a 7-9, choose 1:

- Many lives were lost, take 1d6 damage
- It is only temporarily overcome, you must hurry
- The Horde is forcibly split, take -1 ongoing until the horde is whole again.

SPLIT UP (INT)When you **use your superior numbers to do many things at once** roll +INT. *On a 10+, your many members remain perfectly synchronized. *On a 7-9, take -1 ongoing until the horde is whole again. You cannot use this move if you have less than half your Max HP.**REPLENISH**Most healing doesn't work on you, each HP lost means the death of one or more of your species. Instead, **whenever you spend some time near a place your species inhabits** roll +CHA. *On a 10+ newcomers join and your horde is replenished, regain all lost HP. *On a 7-9 your horde is replenished but first you must do something, choose one:

- Defeat a nearby enemy of your kind
- Show dominance
- Make an offering

COLONIZEWhen you **find a place your species can inhabit** you may take 2 damage and leave a viable population. If you return later you may use the **Replenish** move in that location.**NATURE'S GIFTS**

Choose three of the following advantages to describe your species:

- | | | |
|--------------------------------------|---|-------------------------------------|
| ☐ Armored | ☐ Fast Reproducers | ☐ Scary |
| ☐ Big | ☐ Flight | ☐ Scavengers |
| ☐ Burrowing | ☐ Pincers | ☐ Speech |
| ☐ Climbing | ☐ Poisonous | ☐ Stingers |
| ☐ Extra Sense | ☐ Psychic | ☐ Tiny |
| ☐ Fangs/Claws | ☐ Quick | ☐ Venomous |

RACE/BACKGROUND

☐ SMALL HUMANOID

You may use some equipment, including appropriately sized weapons and armor

☐ ANIMAL

Your HP is 20 + Constitution

☐ INSECTYou can have one more advantage under **Nature's Gifts**

BONDS

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

_____ disgusts us with his alien ways.

_____ is a true friend to our kind.

We believe that _____ holds the key to our survival.

The silly antics of _____ amuse us.

THE HORDE

LEVEL XP

GEAR

Your load is 4+STR. You start with nutrient rich food pods (10 uses, 1 weight) and fibrous building materials (2 uses, 1 weight)

Choose one method of communication with outsiders:

☐ Parchment and Ink (10 uses, 0 weight)

☐ Chalk (10 uses, 0 weight)

☐ A Small Percussion Instrument (*Simple, Loud*, 1 weight)

ADVANCED MOVES

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

☐ HIDDEN POTENTIAL

Take another advantage from Nature's Gifts

☐ PROTECTIVE INSTINCT

When you **Defend** and **sacrifice some individuals for the greater good**, take 2 damage and gain an additional hold or take 5 damage and gain two additional holds.

☐ NOBLE SACRIFICE

When you **Aid Another** describe how you spent precious lives to help your ally. You take 3 damage and automatically succeed on the roll.

☐ KNOWLEDGE OF THE MASSES

When you **Replenish your numbers** local experts on the area join your horde. When you roll **Replenish** *On a 10 ask two of the following questions. *On a 7-9 ask one. The GM must answer honestly.

- What here is a threat to my kind?
- What here is vulnerable to me?
- What here is hidden?
- What here is useful to me?

☐ HIDDEN HORDE (DEX)

When you **distribute yourself to avoid notice** roll +Dex. *On a 10+ you succeed, no NPCs will notice you until you make another move. *On a 7-9 you succeed but become disorganized, -1 forward.

☐ MASS TACTICS (CHA)

When you **surround an opponent and distract them with perfectly orchestrated feints** roll +CHA. *On a 10+, hold 3. *On a 7-9 hold 1. You may spend your hold 1 for 1 to:

- Give an ally +1d6 forward to damage against them
- Give an ally +1 forward against them
- Move them to a vulnerable position
- Intercept a move, they stop and deal damage to you instead

☐ COVER (CON)

When you **crawl all over an enemy** that is not *huge* roll +CON. *On a 10+, pick three. *On a 7-9 pick one:

- They panic and behave erratically
- You find weak spots to attack, roll your damage
- You don't lose many lives
- They ignore your allies. Allies gain +1 ongoing against them until you're removed.

☐ BIG HORDE

Your Horde is massive. You have +5 HP, +1 Load, and may carry one ally using any movement based advantage you have.

☐ CONSTRUCTION PROJECT (CON)

When you **spend some time altering a structure, landscape, or region to be more suitable to your needs** roll +CON. *On a 10+ pick 1. *On a 7-9 pick two.

- There's a complication that doesn't match your vision
- The work is slow and will take a long time to finish
- You have upset a local inhabitant.

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

☐ MUTANT

Requires Hidden Potential

Take another advantage from Nature's Gifts

☐ SUBORDINATE SPECIES

You have established a symbiotic relationship with another species. This species has the **Dispersed** move and one advantage from **Nature's Gifts**. Otherwise treat is as a hiringling with 10 points to distribute. If your subordinate species dies you can replace it whenever you use the **Replenish** move.

☐ CONSUME

Requires Cover

When you use **Cover** on a 12+ you may also crawl inside your opponent and destroy them from the inside. Roll your damage with *Piercing 4*. Until you are dislodged you take +2 ongoing against them and all your damage has *Piercing 4*.

☐ AGGRESSIVE INSTINCT

Requires Mass Tactics

When you use **Mass Tactics** and **sacrifice some individuals for the greater good**, take 2 damage and gain an additional hold or take 5 damage and gain two additional holds.

☐ ENORMOUS HORDE

Replaces Big Horde

Your horde is truly vast. You have +15 HP, +3 Load, and may carry up to three allies using any movement based advantage you have. You may use **Cover** against *Huge* enemies.

☐ PERFECT BUILDERS

Requires Construction Project

When you use **Construction Project** and roll 12+ you are entirely successful and do not have to pick anything.

☐ EYES EVERYWHERE (INT)

When you **spread yourself thin to cover a large area** roll +INT. *On a 10+ pick three. *On a 7-9 pick one.

- You perfectly observe everything in the area.
- You are not noticed
- You don't lose many lives
- The Horde is not forcibly **Split Up**

☐ INSPIRED REINFORCEMENTS

When you **do something that inspires your entire species** you gain +1 Inspiration. You may hold a maximum of 2 Inspiration. You may spend 1 Inspiration to instantly restore all HP no matter where you are, reinforcements find you in your time of need.

☐ CRAFTERS

When you **spend some time with a piece of equipment and enough raw materials** you can alter it until it's useful to you.

☐ PARAGONS OF YOUR KIND

When you use **Replenish** you may give one command to the local members of your species that didn't join you. They will do their best to obey.

NATURE'S GIFTS

ADVANTAGE	EXAMPLE	EFFECT
Armored	Turtles, Hedgehogs, Pill Bugs	+1 Armor
Big	Dogs, Kobolds, Goblins, Giant Beetles	Your Horde is made of larger and tougher creatures in smaller numbers. You can be healed using normal means up to multiples of 5. You may be damaged down to multiples of 5 by attacks intended for a single target.
Burrowing	Ants, Moles, Tiny Dwarves	You can dig into soft surfaces with great speed.
Climbing	Spiders, Monkeys, Lizards	You can go up difficult surfaces with ease and never lose your footing
Extra Sense	Bats, Snakes, Tarsiers	You have a new sense of your choice, such as heat vision, eco-location, or night vision. This helps you narratively when appropriate.
Fangs/Claws	Snakes, Dogs, Lizards	+1 Damage.
Fast Reproducers	Flies, Cockroaches, Beetles	Whenever you would mark off a ration heal 1d6 damage. If you do nothing but rest for a full day heal 3d6 damage.
Flight	Mosquitos, Bats, Fairies	You can fly freely over moderate distances.
Pincers	Ants, Beetles, Spiders	+1 Damage.
Poisonous	Dart Frogs, Pufferfish, Slimes	Choose a poison. If you take damage from being eaten your opponent is afflicted with the effects of the poison.
Psychic	Hypno-Toads, Mind Bees, Slimes	You can communicate telepathically. If you don't have Speech you can only communicate with emotions and alien impressions to other species.
Quick	Birds, Dogs, Snakes	You can travel long distances quickly. You are fast moving narratively.
Scary	Spiders, Snakes, Imps	You are intimidating in large numbers. You can roll +CHA. *On a 10+ your opponent flees in terror or attacks only you, your choice. *On a 7-9 GMs choice.
Scavengers	Kobolds, Rats, Cockroaches	You can always find food, even in a barren wasteland. You never need to worry about rations.
Speech	Kobolds, Goblins, Fairies	You speak a language outsiders can understand and you can learn new languages.
Stingers	Bees, Ants, Manta Rays	+1 Damage
Tiny	Fruit Flies, Mites, Lice	You are small enough to fit through the tiniest cracks. You also get +1 forward on the Hidden Horde move.
Venomous	Snakes, Spiders, Bees	After you deal damage to a target that can be poisoned, anyone who rolls damage against that target rolls twice and chooses the higher result.