

EXPERIENCE

Total XP 1 ☐ 2 ☐ 3 ☐ 4 ☐ 5 ☐ 6 ☐ 7 ☐

Advancements

You can take the same just once

- | | |
|------------------------------------|--|
| ☐ +1 Edge | ☐ ☐ ☐ A move of your playbook |
| ☐ +1 Steel | ☐ ☐ A move of another playbook |
| ☐ +1 Charm | ☐ Heal a debility |
| ☐ +1 Shadow | ☐ Erase your debts |
| ☐ +1 Brains | |

Special

You can take these after you took at least 5 of the above

Advancements

- | | |
|---|--|
| ☐ Change playbook | ☐ Special Advancement |
| ☐ Return safely home | ☐ Become a Magister |
| ☐ Make another
playbook | ☐ Compete to become
a Caesar |

NOTES

BROTHERS IN BLOOD

Name

- ☐ xp Conflict
☐ xp Help

Name

- ☐ xp Conflict
☐ xp Help

Name

- ☐ xp Conflict
☐ xp Help

Name

- ☐ xp Conflict
☐ xp Help

OTHER EQUIPMENT



You are the Hunter, the master of the hounds, the unerring eye and the steady hands behind the bow. Your life is out there, in the wild; where most men feel lost, struggle and make noise like little children. When the trees branches are so thick to cover the sky, when the mountains climb steep up to the everlasting ice, when rivers turn into swamps, you're at home. You're the one they call for, to track a monster, an animal or a fugitive; to learn the secrets of the mighty beasts of the wild. Your arrows will find them and kill them swiftly, but the creatures of the wild earned all your respect.

Player Name

Character Name

Looks

BACKGROUND

☐ xp

☐ xp

STATISTICS

Mark available holds on the circles, erase when used

EDGE	☐ xp Face danger/Death ☐ xp Take ur shot/Defend
STEEL	☐ xp Face danger/Death ☐ xp Engage battle/Defend
CHARM	☐ xp Face danger/Death ☐ xp Manipulate: ○○○
SHADOW	☐ xp Face danger/Death ☐ xp Lie & deceive: ○○○
BRAINS	☐ xp Face danger/Death ☐ xp Perception: ○○○

COUNTERS

HEALTH +4 ☐ +3 ☐ +2 ☐ +1 ☐ 0 ☐ -1 ☐ -2 ☐ -3 ☐
☐ xp Suffer harm ☐ Unstable

Debilities ☐ Crippled, -1 Steel
☐ Disfigured, -1 Charm ☐ Shattered, -1 Edge
☐ Damaged, -1 Shadow ☐ Broken, -1 Brains

EQUIPMENT +3 ☐ +2 ☐ +1 ☐ 0 ☐ -1 ☐ -2 ☐ -3 ☐
☐ xp Gear and ammo (holds to the side) ☐ Unprepared
☐ Debt

Holds
○○○

SPIRIT +3 ☐ +2 ☐ +1 ☐ 0 ☐ -1 ☐ -2 ☐ -3 ☐
☐ xp Test your spirit ☐ Tainted
☐ Infamous

Take -1 to Fail with 6- any roll with Edge
 Spirit when: Have to give up a hunt or lose a track

WEAPONS AND ARMORS

Weapons

+ ___ harm tags []
 + ___ harm tags []
 + ___ harm tags []
 + ___ harm tags []

Armors

+ ___ armor tags []
 + ___ armor tags []
 + ___ armor tags []

+ Armors penalties:

HUNTER MOVES

Ø MASTER OF HOUNDS

You own a couple of loyal hounds; when they work with you add their relevant Stat to your rolls. They're more ferocious or smarter and better trackers than regular dogs. If they help in combat, inflict +1 harm. The Iron Fist will replace them if they die. If they suffer harm (as one), roll Inflict Harm as for NPCs.

When they help you, take +1 Spirit.

Hounds Names: Looks:
 O Ferocious (+1 Steel) Harm +1
 O Smarter (+1 Brains) Harm Suffered:

O GRAND FALCONER

You have a hawk that flies for you; add its Stats to your rolls. It gives you +1 Brains to tracking but it's much faster than any other tracking. The Iron Fist will replace it if it dies. If it suffers harm, roll Inflict Harm as for NPCs. When the hawk helps you, take +1 Spirit.

Hawk Names: Looks:
 Tracker (+1 Brains) Harm +1
 Faster tracker Harm Suffered:

O THE TRACKER

☐ xp

When you study a monster or track something in the wilderness, roll+Brains, take -1 Spirit for following your animal instincts. *If you're Tainted, you can always ask one question more.*

On a 10+ ask two and take +1 on the AD. On a 7-9 ask one. On a 6- ask one, but the GM makes his Move. You receive answers beyond common knowledge.

- › What happened here? Who, what was here?
- › Where is it going, and where did it come from? How long ago did it pass here?
- › What's its typical behavior or expected actions? Is there something else behind it?
- › What's most valuable for it, or against it? How strong is it?

O ANIMAL REFLEXES

☐ xp

When you fight in light armor or no armor, by taking -1 Spirit you can avoid the first hit of the battle (full Established Harm of the first attack that would hit you).

O INVISIBLE

When you hide, sneak, steal or do something silent or secret in the wilderness, roll+Edge instead of Shadow. *If you're Tainted, you can hide or bring or favor others with you, but take -1 Spirit.*

O ALWAYS PREPARED

Once per session, if you are out in the wilderness, you can make a use of Gear&ammo without spending a hold, or instead you can take +1 to Equipment and resupply.

O ANIMAL SPIRIT (Special Advancement)

☐ xp

When you concentrate, you can briefly merge with your animals and see, hear, smell, feel as they do. For this demoniac communion, take -1 Spirit. You cannot control the actions of your animals. *If you are Tainted, then you can control your animals and make them do something. Or you can commune with another wild beast within a reasonable range, but not control it.*