

NAME

Male: Names

Female: Names

Wildcard: Names

LOOK

Wild Eyes, Sharp Eyes, or Animal Eyes
 Hooded Head, Wild Hair, or Bald
 Cape, Camouflage, or Traveling Clothes
 Lithe Body, Wild Body, or Sharp 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 8+CONSTITUTION

DRIVE

☐ SHUN SOCIETY

Act in accord with the feral destruction of nature against mankind and society.

☐ STRIKE THE BALANCE

Foster growth and mutual benefit along the edges of mankind and nature.

☐ CONQUER THE WILDERNESS

Bend, break, or tame nature to your will.

BACKGROUND

☐ RAISED BY BEASTS

You were abandoned by men, and raised by beasts. Name the type of beast that raised you. You have an innate empathy with that type, and can now Parley with that type of beast, no matter where.

☐ HEART OF THE WILD

You always sought adventure in the untamed wilderness and unexplored places. Whenever you Undertake a Perilous Journey through the wilderness, you always succeed at the role you chose.

☐ RECLUSIVE HERMIT

You were always better off alone, far from people and fending for yourself, thriving off humble foraging. When in the wilderness you are always able to find suitable rations for yourself in a few minutes.

BONDS

Fill in the names 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.

_____ has no respect for nature, so I have no respect for them.

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

I owe my life to _____ when my skills were not enough, and I will repay them in kind.

STARTING MOVES

HUNT AND TRACK

When you follow a trail of clues left behind by passing creatures roll +WIS. *On a 7+, 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 do nothing but stand and drool 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

ANIMAL COMPANION

You have a supernatural connection with a loyal animal. You can't talk to it per se but it always acts as you wish it to. Name your animal companion and choose a species: *wolf, cougar, bear, eagle, dog, hawk, owl, pigeon, rat, mule.*

Choose a base:

- Ferocity +2, Cunning +1, 1 Armor, Instinct +1
- Ferocity +2, Cunning +2, 0 Armor, Instinct +1
- Ferocity +1, Cunning +2, 1 Armor, Instinct +1
- Ferocity +3, Cunning +1, 1 Armor, Instinct +2

Choose as many strength as ferocities:

Fast, burly, huge, calm, adaptable, quick reflexes, tireless, camouflage, ferocious, intimidating, keen senses, stealthy

Your animal companion is trained to fight humanoids. Choose as many additional trainings as its cunning:

Hunt, search, scout, guard, fight monsters, perform, labor, travel

Choose as many weaknesses as its instinct:

Flighty, savage, slow, broken, frightening, forgetful, stubborn, lame

COMMAND

When you work with your animal companion on something it's trained in...

- ...and you attack the same target, add its ferocity to your damage
- ...and you track, add its cunning to your roll
- ...and you take damage, add its armor to your armor
- ...and you discern realities, add its cunning to your roll
- ...and you parley, add its cunning to your roll
- ...and someone interferes with you, add its instinct to their roll



THE HUNTER v1.0

LEVEL XP

GEAR

Your load is 11+STR. You start with dungeon rations (5 uses, 1 weight) and leather armor (1 armor, 1 weight), and a bundle of arrows (3 ammo, 1 weight)

Choose your weapon:

- ☐ Hunter's Bow (near, far, 1 weight) and short sword (close, 1 weight)
- ☐ Hunter's Bow (near, far, 1 weight) and spear (reach, 1 weight)

Choose one:

- ☐ Adventuring Gear (1 weight) and dungeon rations (5 uses, 1 weight)
- ☐ Adventuring Gear (1 weight) and bundle of arrows (3 ammo, 1 weight)

Choose two:

- ☐ Camouflage netting and tarp
- ☐ Foraging tools
- ☐ Fishing poll, hook, and lures
- ☐ 1d4 rare forgotten coins

ADVANCED MOVES

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

☐ WILD EMPATHY

You can speak with and understand animals.

☐ FAMILIAR PREY

When you Spout Lore about a monster you may use WIS instead of INT.

☐ VIPER'S STRIKE

When you strike an enemy with two separate weapons, you may add another 1d4 damage for your off-hand strike or choose to throw your opponent off balance from the flurry of your strikes when you roll 10+ on Hack & Slash.

☐ CAMOUFLAGE

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

☐ MAN'S BEST FRIEND

When you allow your animal companion to take a blow that was meant for you, the damage is negated and your animal companion's ferocity becomes 0. If its ferocity is already 0 you can't use this ability. When you have a few hours of rest with your animal companion its ferocity returns to normal.

☐ BLOT OUT THE SUN

When you Volley you may spend extra ammo before rolling. For each point of ammo spent you may choose an extra target. Roll once and apply damage to all targets.

☐ WELL-TRAINED

Choose another training for your animal companion.

☐ GOD AMIDST THE WASTES

You have an uncanny knack for survival in even the worst of environments, and your animal companion's senses are heightened. While traveling with you, allies may ignore severe weather, temperatures, or fatigue as long as you lead the way. As long as your animal companion is healthy it may also detect dangers and ambushes nearby.

☐ FOLLOW ME

When you Undertake a Perilous Journey you can take two roles. You make a separate roll for each.

☐ SAFE PLACE

When you set the watch for the night, all allies take +1 forward to set watch. In addition, your animal companion may set watch for the night in place of any other ally.

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

☐ WILD SPEECH (*REQUIRES: WILD EMPATHY*)

You can speak with and understand any creature alive.

☐ HUNTER'S PREY (*REQUIRES: FAMILIAR PREY*)

When you Spout Lore about a monster you may use WIS instead of INT. On a 12+ in addition to the normal effects, you get to ask the GM any one question about the subject.

☐ VIPER'S FANGS (*REQUIRES: VIPER'S STRIKE*)

When you strike an enemy with two separate weapons, you may add another 1d8 damage for your off-hand strike or choose to throw your opponent off balance from the flurry of your strikes when you roll 10+ on Hack & Slash. On a 12+, you may also disarm your opponent.

☐ SMAUG'S BELLY

When you know your target's weakest point your arrows have 2 piercing.

☐ STRIDER (*REQUIRES: FOLLOW ME*)

When you Undertake a Perilous Journey you can take two roles. You make two rolls and use the best for both.

☐ A SAFER PLACE (*REQUIRES: A SAFE PLACE*)

When you set the watch for the night, all allies take +1 forward to set watch. In addition, your animal companion may set watch for the night in place of any other ally. On a 12+, any ambushes are caught in an expertly laid natural trap you set in secret.

☐ OBSERVANT

When you Hunt and Track, on a hit you may also ask one question about the creature you are tracking from the Discern Realities list for free.

☐ SPECIAL TRICK

Choose a move from another class. So long as you are working with your animal companion you have access to that move.

☐ UNNATURAL ALLY

Your animal companion is a monster, not an animal. Describe it. Give it +2 ferocity and +1 instinct, plus a new training.

☐ NATURE PROVIDES

If you know where to look in the wilderness, you're never defenseless. When you have downtime in natural surroundings, roll +DEX. *On 10+ choose 1. *On a 7-9 choose 1, but the thing you create doesn't work exactly as you expected, or is very limited in its durability or effectiveness.

- You are able to fashion a suitable melee weapon
- You are able to fashion a suitable ranged weapon and 1 ammo
- You are able to fashion a suitable suit of armor
- You are able to fashion a small item that can help you get out of a bind