

Inventory

This is where you keep track of stuff you've started with, stuff you've found, and your money.

Starting Gear

- ◆ A Longbow
- ◆ A bundle of arrows (3 ammo)
- ◆ A shortsword
- ◆ Leather Armor (+1 armor)

Optional Gear

You'll get one of these depending on your Background. Review your background for any associated moves.

Poultices and Herbs (2 uses) ○○

Mark this if you've chosen the "Raised by Wolves" Background.

When you carefully treat someone's wounds, heal them of 7 HP and expend a use.

Boots of Trackless Step

Mark this if you've chosen the "Forester" Background.

So long as you travel in view of the treeline, you and those you travel with leave no trace.

Adventuring Gear (5 uses) ○○○○○

Mark this if you've chosen the "Warden" Background.

Mark off a use to find some mundane but useful item, such as chalk, rope, a torch, etc.

Everything Else

Notes

Keep track of important information about the world here!

Reference

See the Basic & Adventuring Moves handout for information about moves and how to make them.

Strength (STR) Hit enemies, lift large objects, break down doors.

Intelligence (INT) Recall facts, use magic, quick thinking.

Dexterity (DEX) Dodge out of the way, jump over cliffs, throw things.

Constitution (CON) Withstand poison, defend others, toughen things out.

Wisdom (WIS) Solve puzzles, gain special insight, detect the hidden.

Charisma (CHA) Command others, flatter allies, make bold-faced lies.

Forward: Apply the positive or negative number to an ability score the next time the relevant trigger is met.

Ongoing: Apply the positive or negative number to an ability score for every roll using the stat until the trigger is met.

Hold: Acts as a currency. You may spend hold when appropriate to act without needing to roll.

Debility: Two of your ability scores take -1 Ongoing.

Ammo: It counts as ammunition for appropriate ranged weapons. The number indicated does not represent individual arrows or sling stones, but represents what you have left on hand.

RANGER

Within the party you're the best at being in the wilderness, or taking out enemies at a distance with your bow. You and your animal companion can support you and your allies, helping you find tracks and paths through the wilderness. Carefully read both Volley and Venture Out from the Basic & Adventuring Moves insert.

Your Character

Fill out as much of the following as you can, then tell the rest of the table what you've put down. The GM and the other players will help introduce your character to the game.

Name: _____

Examples: Fenrek, Krauss, Fitch, Wrannan, Darya, an animal name, a posh name, a nickname

Look: _____

Examples: Hooded Eyes, Long Hair, Camouflage Clothes, Sinewy Body, Sharp Features, Bearded, Human, Elf, Dwarf, Halfling, Gnome, Hobgoblin

A personal goal (and why):

Examples: providing passage, a job, hunting, investigating, a reunion

A memory that made you YOU:

Examples: A tranquil glade, an offense of the city, a necessary sacrifice, a resolute decision

Knowledge of the area:

Examples: What wild frontier lies near here? What savage beast have you seen signs of? What fate is the nearby settlement blindly rushing towards?

Character Portrait

Your Party

After everyone has been introduced, write the name of one or more party members in the spaces below. The GM will tell you how you all know each other and why you are in a party. Also say, ask your fellow players to help you answer them. You do not need to answer each, but the more you do, the better!

Who here have I guided through the wilderness before?

Who here has been a friend of nature?

Who here has the least respect for nature?

Who here loathes my animal companion?

Backgrounds

(Choose one)

Raised by Wolves

+2 DEX, +1 WIS

Starts with **poultices and herbs** (2 uses).

You've always gotten along better with animals than people, and you prefer a life in the wilds. You have an unusually powerful bond with your animal companion. **When your animal companion aids in your attack**, roll 3d6 and take the two highest dice.

Forester

+2 DEX, +1 WIS

You start with the **Boots of Trackless Step**.

You have become a master at the art of camouflage. **When you keep still in natural surroundings**, enemies never spot you until you make a movement, and **when you strike with a ranged weapon from hiding**, your first shot never gives away your position.

Warden

+2 WIS, +1 STR

You start with **adventuring gear** (5 uses).

You have devoted yourself to hunting the unnatural things that skulk around in the darkness of the wilds. Your intuition helps you to face danger, wherever you are. **When you Spout Lore about a monster**, you roll with WIS instead of INT, and on a hit, you take +1 Forward when acting on the information you recall.

Drives

This is what motivates your character. When a drive triggers your actions, receive 2 XP!

(Choose one)

- Alienate someone by putting your animal companion's desires above theirs.
- Free someone from bondage, figuratively or literally.
- Doggedly pursue a course of action, to your or your allies detriment.
- Help an animal or spirit of the wild.
- Show someone a place or thing of natural beauty that they have not seen before

Stats

♥ Hit Points _____ /20

Lose HP when you take damage. If this reaches 0, you are dying! See "Last Breath" from the Basic & Adventuring Moves insert.

🛡️ Armor _____

Subtract your armor from any damage you take.

👊 Damage 🎲 1d8

Bonus Damage _____

You always roll the die indicated when you deal damage, plus bonus damage (weapons, etc).

Attributes

Two of the stats below will be filled in by your Background. For the others, put +1 in one, -1 in another, and leave the rest at 0.

| | | |
|-----|-----|-----|
| STR | INT | CON |
| DEX | WIS | CHA |

- | | | |
|-----------------------------------|--------------------------------|------------------------------------|
| <input type="checkbox"/> Weakened | <input type="checkbox"/> Dazed | <input type="checkbox"/> Miserable |
| -1 ONGOING STR & DEX | -1 ONGOING INT & WIS | -1 ONGOING CON & CHA |

Experience Points (XP)

Mark XP when you roll a result of 6- and when a move tells you to. Mark 2 XP when you trigger your Drive



- ◆ Spend 1 XP to reroll a single die.
- ◆ Spend 4 XP to earn an **Advance**. (see the "Advances" section for more details)

Class Moves

See the "Basic & Adventuring moves" insert for universal moves.

Hunt And Track

When you follow a trail of clues left behind by passing creatures, roll+WIS. On a hit, 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 one:

- ◆ 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:** On a hit, the target is stunned for a few moments. On a 10+, add your damage.
- ◆ **Arms:** On a hit, the target drops whatever they're holding. On a 10+, add your damage.
- ◆ **Legs:** On a hit, they're hobbled and slow moving. On a 10+, add your damage.

Citizen Of The Wild

Take +1 when you Venture Out and act as guide. Also, on a 7-9, choose only one consequence.

Animal Companion

You have a supernatural connection with an animal that almost always acts as you wish it to.

Name: _____

Examples: Bolt, Fury, Whisper, Jax, Skye, Puck, Butch, Scar, Luna, Temper, Whiskin, Shadow, Fang

Choose an animal based on its size:

Small:

+0 armor, +1d4 damage, +1 Discern Realities
Example: Hawk, Lynx, Weasel, Drake, Raven, Python, Monkey

Medium:

+1 armor, +1d6 damage, +1 Hunt And Track
Example: Eagle, Boa, Panther, Stag, Goat, Boar, Wolf

Large:

+2 armor, +1d8 damage, +1 Hack & Slash
Example: Auroch, Bear, Sloth, Gorilla, Horse, Elk, Tiger

Command

When you work with your animal companion...

...and you attack the same target(s), add its damage die to yours.

...and you take damage, add its armor to yours.

...and someone Interferes with you, they roll 3d6 and take the two lowest dice.

Advances

When you use XP to gain an **Advance**, you can do one of the following:

- ◆ Increase one Attribute by +1, to a maximum of +3.
- ◆ Choose a new move below:

Blot Out the Sun

When you Volley, you may spend ammo before rolling. For each point of ammo spent, you may choose an extra target to hit with your attack. On a hit, you deal your damage to every target.

Wild Empathy

You can speak with and understand animals. If you have leverage, you can Parley with them too.

Dire Beast

Your animal companion either increases its damage die by one step (1d4 becomes 1d6, etc), or its armor by +1. This advance may be chosen more than once.

Smaug's Belly

When you know your target's weakest point and have a clear shot, your arrows ignore the target's armor completely.

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.