

NAME

LOOK

Elf: Thrandir, Elrosine, Aranwe, Celion, Dambrath, Lanethe
Human: Jonah, Halek, Brandon, Emory, Shrike, Nora, Diana

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

ALIGNMENT

☐ **CHAOTIC**

Free someone from literal or figurative bonds.

☐ **GOOD**

Endanger yourself to combat an unnatural threat.

☐ **NEUTRAL**

Help an animal or spirit of the wild.

STARTING MOVES

HUNT AND TRACK (WIS)

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 are accompanied by a beast of uncommon loyalty, with whom you have bonded deeply and communicate without words. Treat it as a follower with starting Loyalty +3. Choose its **size** (and base stats) plus a species or breed:

☐ **tiny:** Quality +2, d4 damage, 3 HP, Load 0
☐ bat ☐ cat ☐ crow ☐ hawk ☐ lizard ☐ owl ☐ rat ☐ raccoon ☐ viper ☐ weasel ☐ _____
☐ **small:** Quality +1, d4 damage, 6 HP, Load 1
☐ bobcat ☐ cheetah ☐ coyote ☐ drake ☐ bald eagle ☐ hound ☐ lynx ☐ python ☐ _____
☐ **medium:** Quality +1, d6 damage, 9 HP, Load 2
☐ alligator ☐ anaconda ☐ bear ☐ cougar ☐ deer ☐ goat ☐ mastiff ☐ ram ☐ wolf ☐ _____
☐ **large:** Quality +1, d6 damage (forceful), 12 HP, Load 4
☐ bull ☐ buffalo ☐ camel ☐ grizzly ☐ horse ☐ lion ☐ mule ☐ polar bear ☐ tiger ☐ _____
Choose **tags** and/or **moves** based on its size: 6 if tiny or small, 4 if medium, 3 if large:

Tags: ☐ athletic ☐ beautiful ☐ cautious ☐ cunning ☐ hardy (+3 HP and +2 Load) ☐ meek ☐ organized ☐ stealthy ☐ vicious (+1 damage and messy) ☐ warrior (increase damage die); ☐ +1 armor per tic

Moves: ☐ deliver a message ☐ drag down its prey ☐ escape from a bind ☐ fetch something ☐ poison its prey ☐ serve as a steed ☐ stand watch ☐ track by scent ☐ threaten and intimidate ☐ trample, break, and wreck stuff ☐ _____

Choose an **Instinct** and a **Cost** (1 of each):

Instinct: to... ☐ challenge rivals ☐ follow its stomach ☐ freeze up ☐ get distracted ☐ give chase ☐ make mischief ☐ panic ☐ run rampant ☐ savage its prey ☐ wander off

Cost (pick 1): ☐ attention (play, grooming, training) ☐ freedom (time off on its own, free to roam) ☐ comfort (cozy quarters, warmth, plenty of food)

RACE

☐ **ELF**

When you undertake a perilous journey through the wilderness and you scout ahead, you succeed as if you rolled a 10+.

☐ **HUMAN**

You are equally at home in wilds, wastes, and townships. You can forage in barren lands or steadings, not just in the wild.

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.

ANIMAL COMPANION

NAME	LOYALTY	LOAD

DAMAGE	ARMOR	HP (MAX/CURRENT)
		/

When your companion is dying, roll+Loyalty for its Last Breath. Should it die or otherwise become lost to you, you can seek out a new companion. Work out the details with the GM.



THE RANGER

FOR THE PERILOUS WILD

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 armament:

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

ADVANCED MOVES

You may take this move only if it is your first advancement.

☐ HALF-ELVEN

Somewhere in your lineage lies mixed blood and it begins to show its presence. You gain the elf starting move if you took the human one at character creation or vice versa.

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

☐ A SAFE PLACE

When you choose and prepare the party's camp site, whomever the GM chooses to roll during the night takes +1 to their roll.

☐ BLOT OUT THE SUN

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

☐ CAMOUFLAGE

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

☐ FAMILIAR PREY

When you spout lore about a monster you use WIS instead of INT.

☐ FOLLOW ME

When you scout ahead, choose 1 extra option from the list, even on a miss. When you navigate, you can use WIS instead of INT.

☐ GOD AMIDST THE WASTES

Dedicate yourself to a deity (name a new one or choose one that's already been established). You gain the commune and cast a spell cleric moves. When you select this move, treat yourself as a cleric of level 1 for using spells. Every time you gain a level thereafter, increase your effective cleric level by 1.

☐ IMPROVED COMPANION

Each time you take this move (up to twice), your animal companion gains 2 additional tags or moves of your choice.

☐ LOYAL TO THE END

When you allow your animal companion to take a blow that was meant for you, it takes the damage instead of you. If it is reduced to 0 hit points, it succeeds at its Last Breath as if it rolled a 10+.

☐ ON THE HOOF

When you travel through safe lands or undertake a perilous journey, you can also attempt to forage in addition to any other role you take. You can't trap or hunt while doing so, so at best you get 1d4 rations.

☐ VIPER'S STRIKE

When you strike an enemy with two weapons at once, add an extra 1d4 damage for your off-hand strike.

☐ WILD EMPATHY

You can speak with and understand animals.

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

☐ A SAFER PLACE

Replaces: A Safe Place

When you choose and prepare the party's camp site, whomever the GM chooses to roll during the night adds your WIS to their roll.

☐ BEAST OF LEGEND

When you take this move, your animal companion begins to manifest supernatural, even mythic powers. It gains the *magical* tag and at least one move to reflect its newfound abilities. Work out the details with the GM.

☐ CONSTANT VIGILANCE

You can always roll to stay sharp, even if you are asleep, distracted, or someone else is on watch. If someone else is on watch, you both roll. Only the better result applies.

☐ HUNTER'S PREY

Replaces: Familiar Prey

When you spout lore about a monster you 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.

☐ MAGNIFICENT SPECIMEN

Each time you take this move (up to twice), either increase your animal companion's Quality by +1 (max +3) or increase both its armor by +1 and its max HP by +4.

☐ 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.

☐ SMAUG'S BELLY

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

☐ SPECIAL TRICK

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

☐ STRIDER

Requires: Follow Me

When you navigate, on a 12+ you reach your destination with time to spare. You can either press on to another spot of the GM's choosing (without having to navigate or scout ahead again) or give the party +1 forward to make camp and manage provisions.

☐ VIPER'S FANGS

Replaces: Viper's Strike

When you strike an enemy with two weapons at once, add an extra 1d8 damage for your off-hand strike.

☐ WILD SPEECH

Replaces: Wild Empathy

You can speak with and understand any non-magical, non-planar creature.