



The Wildling



Instinct

(Mark experience at the end of the expedition if you followed your instinct, or struggled with it.)

- Adventure:** To test yourself, to experience new things.
- Independence:** To refuse help, to push others away.
- Stewardship:** To value beasts and natural places over people.
- Tenacity:** To be stubborn, to persist.
- Wonder:** To marvel at beauty, magnificence, splendour.
- _____
- _____

MOTIVATION

(Choose one to explain why you have come to the Westernmost Isle.)

Hunter

The prey of the Grasslands are tame compared with what awaits you on the Westernmost Isle. You will test yourself against the mightiest quarry this world has to offer, and you will prevail.

- ◆ You start with the Expert Tracker and Stalker moves.

Bonded

You never really enjoyed socialising with humans, but your soul is bound to a beast of the wild. It is this creature which brings you to the Westernmost Isle, by its own strength of will.

- ◆ You start with the Animal Companion move.
- ◆ When you focus on your animal companion for a few moments, no matter the distance between you, you can use one of the actions marked below. Mark 1 now, then another one at levels 3, 5, 7 and 9:
 - Gauge its distance and direction from you
 - Call it back to your side
 - Sense its emotional state
 - Get a brief impression of what it senses
 - Lose 1d6 hit points so it can heal the same amount

Guide

Three generations ago, when the Survivors fled the Westernmost Isle and took shelter in the Grasslands, they swore never to return for fear of utter destruction. In the hundred years since, only a very few people have allowed their curiosity to surpass their trepidation and made the treacherous crossing back to the northern shores of the Westernmost Isle. Few have returned; those that have – including you – bring tales of horrors beyond imagination, but also wonders beyond belief.

- ◆ When you Know Things about the Westernmost Isle, you can roll +Wis instead of +Int.
- ◆ Once per expedition, when you are out in the wilds, ask the GM if you have a well-stocked, safe shelter or hideout nearby. They will say yes, unless they know it's impossible, and let you know how to find it.

Armour

Hit points
Max 18

Level

Experience

(Deduct your armour from each damage roll against you. If you ever have 0 hit points, you are at The Last Door.)

(Level Up when you have experience equal to 6 + twice your current level. Spend 2 surplus experience to Boost a roll by +1.)

(Assign +2, +2, +1, 0, 0, -1.)



Weakened (-1 Str & Dex)

Dazed (-1 Int & Wis)

Miserable (-1 Con & Cha)

MOVES (You start with Home On The Range, any moves from your Motivation, and one more of your choice.)

A Safe Place

When you select and prepare the group's campsite, take 1 precaution token, or 2 if you are well-versed with this area and its dangers.

If trouble finds your camp site, you can spend 1 precaution token to reveal a simple defence, warning or trick that you prepared in advance. Tell us how you knew to make that specific preparation.

Animal Companion

You are accompanied by a beast of uncommon loyalty and cleverness. Take the Animal sheet and complete it.

When you want your animal companion to make a move that isn't abhorrent or obviously suicidal, roll for the move as normal, but instead of using a stat:

- ◆ Roll +0 if no tags apply
- ◆ Roll +1 if any of its tags apply
- ◆ Roll +2 if any of its tags apply and it's exceptional (from Beast of Legend)
- ◆ Roll with disadvantage if any tags get in the way

Before you roll, pay 1 of its loyalty if the order frightens it or goes against its wishes or instincts, otherwise the roll automatically counts as 6 or less. If an order is abhorrent or suicidal, it will usually not obey.

When you do something that earns your animal's loyalty (as defined on the Animal sheet), add +1 to its loyalty as long as you haven't already done it just recently.

Loyal To The End

When your animal is at 0 hit points, roll +current loyalty. On 10+, it'll bounce back as soon as it regains hit points. On 7-9, it's badly hurt and has disadvantage to all rolls until someone heals it. On 6 or less, it will die soon unless someone saves it.

Magnificent Specimen 1

Your companion gains 2 additional options.

Magnificent Specimen 2

Your companion gains 2 additional options.

Beast Of Legend 1 (level 6+)

Your beast becomes exceptional.

Beast Of Legend 2 (level 6+)

Your beast gains +4 hit points and +1 armour.

Big Game Hunter

When you strike at the weak spot of a large or huge creature, you deal +2 damage.

Giant Slayer (level 6+)

Your bonus damage when using Big Game Hunter increases to +4.

Blot Out The Sun

When you Let Fly with a bow, you can mark ammo before you roll. If you do, pick 1:

- ◆ Gain advantage on your damage roll
- ◆ Hit all targets in an area a few metres in diameter

Call The Shot

When you take time and calmly line up the perfect shot, choose to either deal your damage (no roll required) or roll +Dex. On 10+, deal your damage and pick 2; on 7-9, deal your damage and pick 1:

- ◆ Ignore armour
- ◆ Deal +1d4 damage
- ◆ Stun, hobble or hinder them
- ◆ Make them trip or drop what they're holding
- ◆ Do no harm (cancel your damage)

Constant Vigilance (level 6+)

When an enemy would get the drop on you, they don't – you get to act first instead. If the GM describes an enemy taking you by surprise, even as a result of someone rolling 6 or less, remind them of this move and say what you do.

Expert Tracker

When you Seek Insight by searching for tracks or studying the signs left by passing creatures, you can ask 'What happened here recently?' for free, even if you roll 6 or less.

When you follow your quarry's trail, roll +Wis. On 7+, you follow the trail until a significant change in direction, terrain or mode of transport. On 10+, you can also ask the GM a reasonable question about your quarry and get a useful answer.

○ Master Tracker (level 6+)

When you scan for tracks or other signs left by passing creatures, you can ask the GM 'What happened here recently?' even without Seeking Insight.

○ Home On The Range

When a journey requires you to Defy Danger, treat a roll of 6 or less as 7-9.

○ Trailblazer (level 6+)

When a journey requires you to Defy Danger, don't roll. You always get a 10+.

○ Improved Stat 1

Increase one of your stats by 1, to a maximum of +2.

○ Improved Stat 2

Increase one of your stats by 1, to a maximum of +2.

○ Superior Stat (level 6+)

Increase one of your stats by 1, to a maximum of +3.

○ Mental Map

You can always retrace your steps, and you can accurately gauge distances and directions. You might not know the way forward, but you can always find your way back.

When you think back on a place you've been to or observed, you can retroactively Seek Insight about it as if you were still there.

○ Naturalist

When you Know Things about beasts, natural environs or spirits of the wild, you have advantage.

○ On The Hoof

When you travel through the wilderness, take 1d6 provision tokens each day (roll with disadvantage in winter or barren terrain). Spend a provision token to substitute for 1 supplies when you Make Camp.

○ Pack Horse

When you choose your gear at the start of an expedition, you can mark +2 without affecting your load.

○ Predator

When you Seek Insight, add the following to the list of questions you can ask:

- ◆ Who or what here is the easiest prey?
- ◆ How is ___ weak or vulnerable?

When acting on the answer to either question, deal +1d4 damage.

○ Sense The Unnatural

When you Seek Insight, you can always ask 'What here is a perversion of the natural order?' for free, even on a roll of 6 or less.

○ Warden Of The Westernmost Isle (level 6+)

When you deal damage to something you know to be a perversion of the natural order, deal +1d4 damage.

○ Stalker

When you carry a normal or light load (up to 6), and move with care, you make no noise and leave no sign of your passing.

When you hide yourself in a natural environment, you remain unseen until you draw attention to yourself, change position, or attack.

○ Walk It Off (level 6+) ○

When you would mark a debility, mark this move instead. It counts as a debility, but has no negative effects.

○ Wild Speech

The grunts, barks, chirps and calls of natural beasts are as a language to you. You can understand their intentions and communicate basic ideas in reply.

When you Persuade a beast, you can choose to roll +Wis.

○ Alpha

When you assert your dominance over a beast or spirit of the wild, roll +Wis. On 7+, it must pick 1. On 10+, you also gain advantage on your next roll against it:

- ◆ Fight you for dominance
- ◆ Slink away or flee, then avoid you
- ◆ Accept your authority for now

GEAR *(Between expeditions, gear is kept at camp and available to anyone, except your personal possessions. At the start of an expedition, choose what to take, or mark Undefined and decide later.)*

Weapons

- Dagger
- Hatchet
- Hammer
- Maul
- Staff
- Short spear
- Long spear
- Longbow and arrows
(ammo: low all out)
(long range, 1 piercing)
- Extra arrows (ammo:
 plenty low all out)
- Shield
(+1 armour, bonus when you Defend)

Personal possessions

- _____
- _____
- _____
- _____
- _____
- _____
- _____

Survival

- Supplies (uses: ○○○○)
- More supplies (uses:
○○○○)
- Even more supplies
(uses: ○○○○)
(Use supplies to Make Camp or Recover.)
- Mess kit
(requires fire and water; each use of supplies counts for 4 people)
- Bedroll
(recover +1d6 when you Make Camp)
- Blanket
- 10m rope
- Cloak
- Change of clothes
- Shovel
- Snow-shoes
- Sledge
- Torch
(lasts about an hour)
- Oil lamp (hours: ○○○)
- Firewood
(lasts one full night)
- Thick hides
(1 armour, keeps you warm)

Others

- Undefined
(Mark at the start, then use Have What You Need during the expedition.)
- Pocket items
(Each allows you to mark up to 3 ○.)
- awk tallow
- bowstring tinderbox
- chalk waterskin
- charcoal whetstone
- clay jar whisky
- cloth whistle
- cord _____
- cup _____
- extra socks _____
- gloves _____
- knife _____
- little box _____
- needle and thread _____
- sack _____
- sawdust _____
- sling _____

(You can carry up to 9 . 0-3 = light, quick and quiet. 4-6 = normal. 7-9 = heavy, noisy, loud, slow, quick to tire. Or with Pack Horse: 0-5 = light, quick and quiet. 6-8 = normal. 9-11 = heavy, noisy, loud, slow, quick to tire.)

Animal

(Complete this sheet if you take *Animal Companion*.)

Bird



Hit points: (Starting max is 5.)

Max _____

Loyalty: (Start with 1. Max 3.)

Armour: 1 (Because of its size.)

Tags and upgrades (Choose 5.)

- damage d6
- +4 hit points
- +1 armour
- attack bird
- cautious
- clever
- fast
- mimic
- sharp-eyed
- stealthy (agility)
- thieving
- tiny
- tireless
- _____

Small Mammal



Hit points: (Starting max is 5.)

Max _____

Loyalty: (Start with 1. Max 3.)

Armour: 1 (Because of its size.)

Tags and upgrades (Choose 5.)

- +4 hit points
- +1 armour
- agile
- adorable
- annoying
- burrowing
- cautious
- clever
- climber
- dextrous
- keen-eared (agility)
- keen-eyed
- keen-nosed
- quick
- stealthy
- stinky
- tiny
- thieving
- _____

Large Mammal



Hit points: (Starting max is 12.)

Max _____

Loyalty: (Start with 1. Max 3.)

Armour: 0

Tags and upgrades (Choose 5.)

- +4 hit points
- +1 armour
- +2 damage, forceful
- 1 piercing, messy
- easygoing
- fearless
- gluttonous
- keen-nosed (hide, scales)
- powerful
- protective
- quick
- terrifying
- tough
- _____

Steed



Hit points: (Starting max is 12.)

Max _____

Loyalty: (Start with 1. Max 3.)

Armour: 0

Tags and upgrades (Choose 5.)

- +4 hit points
- +1 armour
- +2 damage, forceful
- agile
- beautiful
- calm
- clever
- hardy
- keen-nosed
- large
- powerful
- swift
- _____

Predator



Hit points: (Starting max is 8.)

Max _____

Loyalty: (Start with 1. Max 3.)

Armour: 0

Tags and upgrades (Choose 5.)

- +4 hit points
- +1 armour
- 1 piercing, messy
- agile
- climber
- clever
- enduring
- keen-eyed
- keen-nosed (hide, scales)
- pack hunter
- patient
- powerful
- stealthy
- terrifying
- _____

Instinct (Choose 1.)

- To bully and threaten.
- To fill its belly.
- To get distracted.
- To give chase.
- To make mischief.
- To startle and panic.
- To run rampant.

Earn loyalty (Choose 1.)

- Play, grooming, training, affection
- Time off on its own, free to roam
- Cosy quarters, comfort and ample food

Exceptional (See *Beast Of Legend*.)