

Aid

When you help another character who's about to roll, they gain advantage but you are exposed to any risks, costs, or consequences.

Defend

When you take up a defensive stance or jump in to protect others, roll +CON. On 10+, hold 3 Readiness. On 7-9, hold 1 Readiness. While you defend, you can spend a point of Readiness to:

- suffer an attack's effects instead of your ward
- halve an attack's damage/effects
- draw all attention from your ward to yourself
- strike back at an attacker (deal your damage but with disadvantage)

LOSE any remaining Readiness when you cease to focus on defence, or the threat passes.

Defy Danger

When danger looms, the stakes are high and you act, roll:

- +STR to power through or test your might
- +DEX to use speed, agility or finesse
- +CON to endure or hold steady
- +INT to use expertise or enact a clever plan
- +WIS to rely on willpower or your senses
- +CHA to charm, bluff, impress or fit in

On 10+, you pull it off as well as anyone could hope. On 7-9, you can do it, but the GM will present a cost or consequence, a lesser success, a tough choice, or the option to back down.

Discern Realities

When you closely study a situation or person and look to the GM for insight, roll +WIS. On 10+, ask 3 from the list. On 7-9, ask 1:

- What happened here recently?
- What is about to happen?
- What should I be on the lookout for?
- What here is useful or valuable to me?
- Who or what is really in control here?
- What here is not what it appears to be?

Take advantage on your next move to act on the answers.

Hack And Slash

When you fight in melee or close quarters, roll +STR. On a 10+, it works as expected (deal damage) and pick 1:

- Evade, prevent, or counter the enemy's attack
- Strike hard and fast (+1d6 damage) but suffer the enemy's attack

On a 7-9, it works, mostly: deal damage but suffer the enemy's attack.

Make Camp

When you settle down to rest in a dangerous area, someone must spend 1 supplies. Then, take turns to each say one of the following, and if everyone agrees, mark experience:

- Give an example of how you've achieved your drive
 - Describe how your opinion of or relationship with another character has changed
 - Point out something awesome that another player did, that no one else has mentioned yet
- When you wake from at least a few hours sleep, choose 1:

- Regain half your maximum hit points
 - Clear all your debilities
 - Gain advantage on your next roll
- If you spend 1 supplies, choose another.

Interfere

When you try to foil another PC's action and neither of you back down, roll...

- +STR to power through or test your might
- +DEX to use speed, agility or finesse
- +CON to endure or hold steady
- +INT to use expertise or enact a clever plan
- +WIS to rely on willpower or your senses
- +CHA to charm, bluff, impress or fit in

On 10+, they pick 1 from the list below:

- Do it anyway, but with disadvantage on their next roll
- Relent, change course, or otherwise allow their move to be foiled

On 7-9, they also pick 1 but you are left off-balance, exposed, or otherwise vulnerable.

Parley

When you press or entice an NPC to do something, and they resist, roll +CHA. On 10+, they either do as you want or reveal the easiest way to convince them. On 7-9, they reveal something you can do to convince them, though it'll be costly, tricky, or distasteful.

When you press or entice a PC and they resist, roll +CHA. On 7-9, pick 1:

- They mark XP if they do what you want
 - They must do what you want, or reveal how you could convince them to do so
- On 10+, both.

Recover

When you take time to catch your breath and tend to what ails you, spend 1 supplies and regain 5 hit points. You can't benefit from this move again until you take more damage.

When you tend to a debility or a problematic wound, say how. The GM will either say that it's taken care of or tell you what's required to do so (Defy Danger, spend supplies, Make Camp, find a certain item, etc).

Run Away

When the whole party flees from danger, roll and add:

- -1 if anyone in the party is carrying more than their maximum load
 - +1 if no one carries more than 2 load
 - +1 if your route was planned in advance
 - +1 if what you flee is slow or constrained
- On a 10+, you get away but pick 1. On a 7-9, you get away but pick 1 and the GM picks another:

- The party has been split up
- You lost something as you fled (gear, treasure, hit points, your bearings, etc.)
- You've landed in some new sort of trouble
- You've escaped for now, but it's still out there looking for you

Spout Lore

When you consult your accumulated knowledge about something, roll +INT. On 10+, the GM will tell you something interesting and useful on the subject. On 7-9, the GM will tell you something interesting—it's on you to make it useful. Either way, the GM might ask you "How do you know this?". Tell the truth.

Volley

When you launch a ranged attack, roll +DEX. On 10+, you have a clear shot: deal damage. On 7-9, deal damage but choose 1 from the list below:

- You have to move or hold steady to take your shot, putting you in danger (the GM says what)
- Take what you can get: when you deal damage, you have disadvantage
- Deplete ammunition

Last Breath

When you are reduced to 0 hit points or less by deadly harm, you catch a glimpse of what lies beyond the Black Gates of Death. The GM will ask you some questions about it.

Then roll (+nothing). On 10+, you've cheated death; you're no longer dying but you're still in a bad place. On 7-9, Death will offer you a bargain: take it and stabilise, or refuse and pass beyond the Black Gates into whatever fate awaits you.

On 6 or less, your fate is sealed. You're marked as Death's own and you'll cross the threshold soon. The GM will tell you when.



The Ranger

- hunter
- forester
- monster hunter
- explorer

Name

Race

Look

Drive

- Mercy:** end the suffering of a person or creature.
- Tenacity:** refuse to give up despite objection or disaster.
- The Hunt:** bring down prey of great might or cunning.
- Wonder:** show someone a place or thing of great beauty.

If you do it, mark experience whenever you Make Camp.

Hit points

Damage

d8



Armour

Each time you take damage, reduce it by your armour.

Max 18

Experience



Mark when you roll 6 or less. Spend anytime: 1 for +1 after rolling, or 5 for an advance.

Gear

- Large sword (+1 damage)
- Another large sword (+1 damage)
- Axe (+1 damage)
- Spear
- Short sword
- Staff
- Hatchet
- Longbow and arrows (low ammo out of ammo)
- Extra arrows (still plenty low ammo out of ammo)
- Leather shirt or thick hides (1 armour)
- Traps and snares (uses)
- Supplies (uses)
- More supplies (uses)

You also start with a silver-alloy knife, and either a purse of coins or a map of the locale.



Undefined

Mark up to 3 square boxes. If you don't want to choose everything at the start, you can mark Undefined for now and decide later (common, mundane items only).

Your maximum load is 3. If you carry more, you become noisy, slow, hot, tired, and grumpy.

Starting moves

Animal Companion

Choose 1:

- **Wolf, hound, coyote, hyena, jackal:** FIERCE +1, CLEVER +1, LOYAL +2, 9 hit points, d6 damage.
- **Cougar, leopard, jaguar, cheetah, lynx:** FIERCE +2, CLEVER +1, LOYAL +0, 9 hit points, d8 damage.
- **Cat, monkey, raccoon, fox, weasel:** FIERCE +0, CLEVER +3, LOYAL +1, 6 hit points, d4 damage.
- **Hawk, falcon, eagle, owl, buzzard:** FIERCE +1, CLEVER +2, LOYAL +1, 6 hit points, d6 damage.

Roll+FIERCE to have them Hack And Slash.
 Roll+CLEVER to have them Discern Realities.
 Roll+FIERCE, CLEVER or LOYAL to have them Defy Danger. Often they just Aid you.

Hunt And Track

When you Discern Realities by studying the signs left by passing creatures, you have advantage.

When you follow a creature's trail, roll+WIS. On 7-9, you follow the trail to a significant change in direction, terrain or mode of transport. On 10+, also ask the GM a question about your quarry and get a useful answer.

Called Shot

When you take time to calmly line up your shot, either deal damage without rolling, or roll+DEX. On 10+, deal damage and pick 2. On 7-9, deal damage and pick 1:

- Ignore armour or deal +1d4 damage (not both)
- Stun, hobble, trip or hinder them
- Make them drop what they're holding
- Do no harm (your damage is reduced to 0)

Stealthy

When you Defy Danger by being stealthy, you have advantage as long as you have not exceeded your maximum load.

Choose one background:

● Explorer

When you Spout Lore about a place you've been or somewhere you are trying to explore, you have advantage.

When you convert Undefined gear to something specific, you can produce specialist or even unique items that are helpful for this expedition, as long as you can explain how you knew they would come in handy.

● Forester

When you hide in natural surroundings, enemies never spot you until you do something to give yourself away, like attacking or moving fast.

When you forage while others Make Camp in the wild, roll+WIS. On 7-9, pick 1. On 10+, both:

- The party doesn't need to spend supplies
- One member of the party can make an extra choice from the Make Camp list after getting a few hours' sleep

● Raised By Wolves

You start with the Kith And Kin advance.

When you show a natural beast who's boss, roll+CHA. On 7-9, it picks 1:

- Fight you for dominance
- Slink away or flee, then avoid you
- Accept your authority until you show weakness

On 10+, you also get advantage on your next move against it.

● Spook

When you Spout Lore about monsters, demons or practitioners of black magic, you have advantage.

When you know of a mundane item that repels, harms or is useful against your quarry, you can convert Undefined gear into the item.

Advances

Spend 5 experience at any time to choose one.

●● Improved Stat

Increase any stat by 1 (max +2).

● Superior Stat

Increase any stat by 1 (max +3). (Requires Improved Stat and at least 1 other advance.)

● Kith And Kin

The grunts, barks, chirps, and calls of the creatures of the wild are as a language to you.

● Naturalist

When you Spout Lore about the wild or natural beasts, you have advantage.

● Blot Out The Sun

When you Volley with a bow, you can reduce ammo before rolling to pick 1:

- Gain advantage if you deal damage
- Attack a number of targets near to each other. Roll Volley once, but roll damage against each target

● Packhorse

Increase your maximum load by 2. Immediately mark two more square boxes (could be Undefined).

● Predatory

When you Discern Realities, add these questions to the list:

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

Animal companion

Fierce	Clever	Loyal
Hit points		
Max		

Stats

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

Hint: Rangers do well with high DEX and WIS.

Strength

● Weakened

disadvantage to STR and DEX

Dexterity

Intelligence

● Dazed

disadvantage to INT and WIS

Wisdom

Constitution

● Miserable

disadvantage to CON and CHA

Charisma