

Hunter

Over Hills, Under Trees

Party _____

Name _____ Alias _____

Appearance _____

Ancestry _____ Background _____

Vice _____

Stress Trauma COLD – HAUNTED – OBSESSED – PARANOID RECKLESS – SOFT – UNSTABLE – VICIOUS

Harm	Armor Uses
3	NEED HELP <input type="radio"/>
2	-1D <input type="radio"/>
1	LESS EFFECT <input type="radio"/>

Experience & Multidisciplinary Special Abilities _____

Notes _____

Playbook Special Abilities

Hunting Ground: Pick a kind of terrain (eg. mountains, forest, caverns, urban, etc.). While in a location that matches your chosen terrain you gain **+1 effect** when you **Hunt** or **Prowl**.

Sharpshooter: You can **push yourself** to do one of the following: *make a ranged attack at extreme distance beyond what's normal for the weapon—unleash a barrage of rapid fire to suppress the enemy.*

Survivalist: When you **gather provisions** during downtime you get **+1 result**.

Ambush: When you attack from hiding or spring a trap, you get **+1d** to your roll.

Infiltrator: You are not affected by **quality** or Tier when you bypass security measures.

Scout: When you gather information to discover the location of a target, you get **+1 effect**. When you hide in a prepared position or use camouflage you get **+1d** to rolls to avoid detection.

Focused: You may expend your **special armor** to resist a consequence of surprise or mental harm (fear, confusion, losing track of someone) or to **push yourself** for ranged combat or tracking.

Experienced: Pick an Experience special ability.

Multidisciplinary: Pick a special ability from another character playbook.

Friends & Rivals

- Sokha, a poacher
- Gewyir, a woodworker
- Xaizis, a thief
- Varen, a bounty hunter
- Hagmar, an adventurer
- _____

Items

- Camouflage supplies
- Hidden weapon*
- Fine ranged weapon
- Debilitating ammunition*
- Spyglass
- _____

XP

- *Every time you roll a desperate action, mark xp in that action's attribute.*
- At the end of each session, for each item below, mark 1 xp (in your playbook or an attribute) or 2 xp if that item occurred multiple times.
- *You addressed a challenge with tracking, subterfuge or violence.*
 - *You expressed your beliefs, drives, ancestry, or background.*
 - *You struggled with issues from your vice or traumas during the session.*

Teamwork

Assist a party member

Lead a **group action**

Protect a party member

Set up a party member

Planning & Load

Choose a plan, provide the **detail**. Choose your **load** limit for the operation.

Assault: Point of attack **Magic:** Arcane power

Deception: Method **Social:** Connection

Stealth: Entry point **Transport:** Route

Stash
 10 10 10 10

Coin

Insight

- HUNT
- STUDY
- SURVEY
- TINKER

Prowess

- FINESSE
- PROWL
- SKIRMISH
- WRECK

Resolve

- ATTUNE
- COMMAND
- CONSORT
- SWAY

Load L (3) N (5) H (6)

Standard Items

- Light weapons
- Heavy weapon
- Throwing weapons
- Armor
- + Heavy
- Burglary gear
- Climbing gear
- Adventuring gear
- Documents
- Alchemical supplies
- Subterfuge supplies
- Healing supplies
- Alchemical or magical items
- Tinkering tools
- Torch
- _____
- _____