- **11 - 12:** They will do as you say when the time is right.
- **Miss:** They will dismiss your arguments or not take them seriously.

DISCERN - When performing this **Task**, you attempt to read the subtle clues of a person's body to see if they are being honest or not. **Evasion** does work against this **Task**. This **Task** does not work as well with Monsters unless you have an innate understanding of the Monster you are **Discerning**.

When you roll to **Discern**, depending on the result…
- **8 - 10:** You get a semi-accurate guess as to if the target is lying.
- **11 - 12:** You have a reliable hunch as to the target's honesty and intentions, but no guarantee.
- **13+:** You know if they are lying or a fairly accurate guess of their intentions.
- **Miss:** Seems trustworthy to you!

WITS

INVESTIGATE - When performing this **Task**, you attempt to decipher, track, or deduce things in your surroundings. This can help uncover things at a crime scene, track animals or people, or make logical conclusions about the area you are in. This **Task** can also be used to look for something specific such as an obscure item, plant, or shop in the area.

When you roll to **Investigate**, depending on the result…
- **8 - 10:** Hold 1 and use the list below
- **11 - 12:** Hold 3 and use the list below
- **13+:** Hold 4 OR ask any question (within reason) and the GM must answer

Hold Questions
- *What happened here?*
- *How many were here?*
- *Where did they go?*
- *How long ago did this happen?*
- *Were there special tools or moves used?*
- *Is there anything abnormal about the situation?*
- *Is there anything that was being concealed?*
- *Was this Monster, man, or magic?*

NAVIGATE - When performing this **Task**, you attempt to move about environments safely, and keep track of where you are on your journey. Anytime you embark from a city or village this **Task** must be performed by one member of your Party. It is assumed that all others are following their lead. If the leading Hunter knows the area intimately

they can lead without having to perform the **Task**. Embarking into even mildly unknown areas will require this **Task**. If you are lost then this **Task** is required to get back to where you were, you can also resort to **Luck Tasks** to find your way back. This can also be used to decipher maps to figure out where you are, how far your destination is, or to decipher the weather and if certain environmental dangers are present or coming.

When you roll to **Navigate**, depending on the result…
- **8 - 10:** Make it to your Destination but take twice the time.
- **11 - 12:** Make it to Your Destination on time.
- **13+:** Make it to your Destination slightly early and with good weather.
- **Miss:** Get lost, be struck by bad weather, or run into an obstacle that requires a **Task** to cross (GM choice).

ANALYZE - When performing this **Task**, you attempt to scope out the area during **Danger Time** to see what can be used to your advantage or to learn something about the enemy you are fighting. This **Move** is a **Quick Action**. If attacked by a hidden enemy or trap, this is the **Task** performed to spot it before it can **Harm** you.

When you roll to **Analyze**, depending on the result.
- **8 - 10:** Notice 1 thing about the creature or environment.
- **11 - 12:** Notice up to three things about the creature or environment.
- **13+:** Ask up to three questions that the GM has to answer honestly.

CRAFT - When performing this **Task**, you attempt to *use* something in the environment or your Backpack, this cannot be used to create permanent items. This can be a **Main Action** or a **Quick Action** and changes the scope of the project. Some projects may take multiple actions/turns. This can tie objects together, make a quick and dirty trap, or combine something for a one-time attack such as a combustible item with a flame.

When you roll to **Craft**, depending on the result…
- **8 - 10:** You make little progress on your project or make an item that doesn't work as well as you'd like.
- **11+:** You make progress on your project, or make the item as intended.
- **Miss:** You break the material you were attempting to craft with.