

HOW TO PLAY

DECIDING WHEN TO ACT

While the GM will ask the Party for saving throws and Tasks, it's up to the Player to decide how they respond to the world around them. Whenever you perform a Task, you should specify what exactly it is your Hunter is doing and how they are doing it. For example, if your Hunter is trying to get into a city and the guard isn't letting your team pass through, instead of saying "I perform a Convince Task to get him to let us in", describe what your Hunter says to Convince the guard. One way to approach this is to state the following: "I'm going to perform a Convince Task and say 'We hate to bother you so late kind sir, but we are in desperate need of rations for if we don't receive them we shall starve out here in the cold.'"

It's important to describe what your Hunter is trying to do so that the GM can give the appropriate task and give you an opportunity to use your skills. For example let's say you have just found a corpse in the middle of the woods and the conversation goes something like this:

Player: I'm going to look around and see if there are any footprints that look abnormal in the area.

GM: That sounds like you're trying to Investigate! Perform an Investigate Task!

ROLLING YOUR DICE

All rolls from Tasks to Moves use a 2d6 by default, along with adding whatever added bonuses you have towards the final result. The only time you will not be rolling a 2d6 is when you are rolling for damage. Depending on the result, actions will have different outcomes.

- On a 1 - 7 the roll is a **failure**. You will fail your intended action and be penalized or forced into a worse situation.
- On a 8 - 10 the roll is a **partial success**. You do as you set out to, but the result is diminished or there is an unforeseen drawback to the action.
- On a 11 - 12 the roll is a **success**. You do exactly what you intended to do with no negative consequence.
- On a 13+ the roll is a **critical success**. You do as you set out to perfection and then some, having an additional positive effect.



HOLDS

When you are given a number of Holds, these can be spent to enact one of the listed effects tied to the ability that gave you the holds. Holds last until the end of the Season and do not stack. If you have a move that has three holds, you use one and then gain another three holds, your hold count will cap at three, not charge to five.

PERFORMING TASKS

When you are told to perform a Task, you will always roll 2d6 while adding the Attribute it is tied to and any additional bonuses, such as Mastery, to the final result. These tasks will follow the Rolling the Dice rules listed prior. For more information on Tasks and Attributes see Attributes on page (x).

ENGAGING IN COMBAT

Hunters have many tools and tricks to assist them in an enemy encounter. However, Players should be warned against rushing in blind and attacking. Almost all Monsters will have Reactions they can use to wound a Hunter at the start of the fight. Hunters are encouraged to approach combat through a strategic lens, analyzing their targets to gain more information. Learn of the enemy's weaknesses, abilities, and strengths. Once the Party has all of the information, they can create an effective plan of attack. Hunters should always keep in mind that they can use their Reaction once per turn rotation to help out another Hunter to give them +1 to their roll. This cooperation can save an ally in a pinch and make the difference between a regular attack and the decisive blow of the fight.

When a Hunter is fighting without a Weapon in their hand they will be dealing Unarmed Damage. All Hunters default Unarmed Damage is set to 1d4 with the **Tags** hand, and fast. To learn more about how you recover from Harm, see Healing and Other Tasks on page (x).

BASIC AND CLASS-SPECIFIC IMPROVEMENTS

There are several types of Improvements in the Playbooks; some are unique to one type of Hunter while others are available to all. Here is a compiled list of every Improvement.

UNIVERSAL BASIC IMPROVEMENTS

- **Allocate 2 Attribute points (Max 3):** Gain an additional +1 into two of your Attributes or +2 into one. No attribute can go over +3 using this Improvement.
- **+1 Move from your Playbook:** Take an additional Move from your classes Playbook.
- **+1 Move from another Playbook:** Take a Basic Move from another Playbook. (For more information see "Taking Moves from Other Playbooks" on page X)
- **Gain Mastery in 2 Innate Tasks:** Gain Mastery in two Innate Tasks. Certain tasks specify that they cannot be Mastered (such as Casting or Melee Attacks).

UNIVERSAL ADVANCED IMPROVEMENTS

- **Allocate 2 Attribute points (Max 4):** Gain an additional +1 into two of your Attributes or +2 into one. These can be used to make an Attribute +4 at most.
- **+1 Advanced Move from your Playbook:** Take an Advanced Move from your class's Playbook.
- **+1 Advanced Move from another Playbook:** Take an Advanced Move from another Playbook. (For more information see "Taking Moves from Other Playbooks" on page X)
- **Gain Mastery in 2 Innate Tasks:** Gain Mastery in two Innate Tasks. Certain tasks specify that they cannot be Mastered (such as Casting or Melee Attacks).
- **Retire this Hunter to Safety:** When checked off, the Player has ended their Hunter's journey and will be removed from play. Each class has a unique flavor added to these Improvements, but they are suggestions and don't have to be the reason your specific hunter is leaving. Discuss how your Hunter's story should end with the GM at the