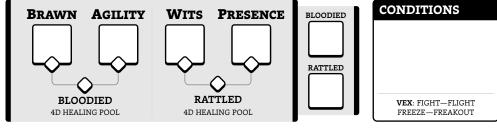
NAME	DISTINCTIVE FEATURES
PLAYER	



CRITICAL: GREATER EFFECT (DROP 1)—SECONDARY EFFECT—SETUP	YOO	SPARK 🔲 🔲
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CHARACTE	R DETAILS			INTRODUCE A T.	ANGLE: TAKE SPARK
BACKGROUNDS		WISES			
TRAITS: 2 you	are ● 1 you're	e really not Ø	DESIRES: 2 you	ı want ● 1 yo	ı really don't Ø
O Brave	O Gentle	O Protective	O Belonging	O Justice	O Renown
O Caring	O Honest	O Quiet	O Glory	O Knowledge	O Thrills
O Confident	O Honorable	O Rash	O Harmony	O Love	O Wealth
O Curious	O Persistent	O Stubborn	O Honor	O Power	O Wisdom
0			0		

BONDS	change a bond: the other pc takes spark quarrel: both take spark
PC	BOND

CORE TALENT	
	
HUNTER'S MARK: Twice per session, you can declare a weakness in a non-humanoid creature. Describe and tag it with a 2d Weakness pool. When anyone targets the weakness, roll the pool as bonus dice on their roll. Take spark when a Weakness die rolls a perfect (not the overall result). [Growth: 2 levels/+1 use per session]	WEAKNESS
Prowess : Take +1d at stealth, traversal, setting traps, and tracking.	
ATH TALENTS	
ANIMAL COMPANION: You're accompanied by a fiercely loyal animal. Each PC adds a red with it. Choose 3 tricks and 2 flaws. You roll 3d for its tricks and 1d otherwise. It has only boxes, marked and hurt (for harm). It can always exit a scene when hurt.	-
KEEN SENSES: Your senses are twice as sharp as normal. You can pull off potent feats of can always get a hint or reveal on vigilance against living creatures.	f tracking and
• RELENTLESS: You can pull off potent feats of traversal and can always move at full speed by what's in your way.	, unhindered
SCOUT AHEAD: You gain 1 story per session and can spend story to flashback to scouting ahead and: sabotage something—set a trap—survey the area (ask 2 questions)—take out a danger—set up an interrupt. Make a montage roll, taking +1d for prowess. The GM always takes suspense in place of an impact move.	STORY
SEASONED HUNTER: You always know where a monster's lair will be. Once per session, you can tell all to <i>Look Out!</i> and declare how a monster spends 1 suspense on a move to attack your party. Everyone takes +1d on the defense roll and follow-up action rolls.	_ LOOK OUT
SHARPSHOOTER: When given time, you can pull off <i>potent feats of ranged precision</i> . You can also push yourself to do it on the spot.	PUSH
TROPHIES: When you play a key part in slaying a powerful monster, you can take a tr This acts as a wand. A minor wand requires no roll. A major wand requires a Wits roll. T	

STORY ARCS	FINISH OR MOVE ON FROM AN ARC: TAKE SPARK
GROUP ARC	
CHARACTER ARC	

EXPERIENCE
Each session, take 1 XP.
<u></u>
OO+
OOO++
DDDDD
OOOOOO
⊕
At +, take a new talent.

