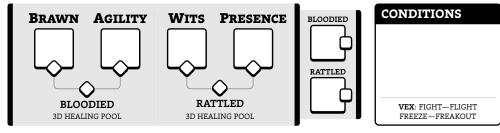
NAME	DISTINCTIVE FEATURES
PLAYER	



CRITICAL: GREATER EFFECT (DROP 1)—SECONDARY EFFECT—SETUP

STORY O

SPARK 🔲 🔲

CHARACTER DETAILS INTRODUCE A TANGLE: TAKE S						ANGLE: TAKE SPARK
BACKGROUNDS WISES		WISES				
TRAITS: 2 you	are ● 1 you're	really not Ø		DESIRES: 2 you	ı want ● 1 yo	u 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

RANGER	
CORE TALENT	
HUNTER'S MARK: Twice per session, you can declare a weakness in a non-humanoi 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 dirolls a perfect (not the overall result). [Growth: 2 levels/+1 use per session]	e
Prowess : Take +1d at stealth, traversal, setting traps, and tracking.	
PATH TALENTS	
ANIMAL COMPANION: You're accompanied by a fiercely loyal animal. Each PC adds a with it. Choose 3 tricks and 2 flaws. You roll 3d for its tricks and 1d otherwise. It has o boxes, marked and hurt (for harm). It can always exit a scene when hurt.	reciprocal bond nly two damage
O KEEN SENSES: Your senses are twice as sharp as normal. You can pull off <i>potent feat</i> : can always get a hint or reveal on vigilance against living creatures.	of tracking and
• RELENTLESS: You can pull off potent feats of traversal and can always move at full spe by what's in your way.	ed, unhindered
O SCOUT AHEAD: You gain 1 story per session and can spend story to flashback to scoutin ahead and: sabotage something—set a trap—survey the area (ask 2 questions)—take of a danger—set up an interrupt. Make a montage roll, taking +1d for prowess. The GI always takes suspense in place of an impact move.	ıt
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 roll	re
O SHARPSHOOTER: When given time, you can pull off <i>potent feats of ranged precision</i> . Yo can also push yourself to do it on the spot.	u PUSH
O TROPHIES : When you play a key part in slaying a powerful monster, you can take a This acts as a wand. A minor wand requires no roll. A major wand requires a Wits rol	

STORY ARCS	finish or move on from an arc: take
GROUP ARC	
CHARACTER ARC	

EXPERIENCE
Each session, take 1 XP.
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OOOOO
OOOOO+
At +, take a new talent.

