

## PATH HARPOONER



If you wield a handheld harpoon...

- When you make a move to throw or stab your harpoon at a large target, add +1 and take +1 momentum on a hit. When making a move to attack person-sized foes, the harpoon is a powerful but ungainly weapon; add +2, but suffer -1 momentum on a weak hit or miss (in addition to any other cost of the outcome).
- When you Strike a large foe in close quarters, you may drive your harpoon home. If you do, mark progress on a hit. If the fight continues, and you choose to pull the harpoon free, you must Gain Ground (+Iron), score a hit, and forgo one of the choices awarded by that move.
- When you Resupply by hunting large game, add +1 and take +1 supply on a hit. On a miss with a match, there's always a bigger fish; you draw the attention of a notable threat.