

# The Hunter

Nature is your home. The woods, the fields, the forests, the marshes, the open moors, the lakes and the mountains. Wherever you can find peace of mind and get away from the noise and constriction of civilization, you are happiest.

They say nature is dangerous. Some even believe that life outside of the villages, the towns, the conclaves, and the arks border on evil itself. You disagree. You are well aware of the unpredictability of nature. The dangers of the wild beasts that roam the land untamed and unchecked. But you know how to move unseen and unheard. You know how to hunt and avoid being hunted. You are part tracker, part scout, and part game trapper. You have a limited set of crafting abilities, but what you do know - you excel at. You are a Hunter!



## Talents Unique to Hunter Role

**Skinner:** You are unmatched in your skill to take the hides of certain animals and craft them into armors.

**Bowyer:** Craft and repair non-mechanical ranged weapons with great proficiency.

**Trapper:** You have mastered the art of setting traps and snares of all sizes for all manner of prey.

## MOVE

## AGILITY

### HUNT PREY

**As one of the village hunters, it is your job to track and kill all manner of game or wild beast to feed your tribe. You can use the Hunt play in two primary ways.**

**Hunt Small Game:** If you spend 2d6 hours scouting, you can find and Hunt small game in the wilderness.

**Track Beasts:** You can Hunt to find tracks left behind by nearly any creature. From monsters to small humanoids and everything in between.

**Failure:** You are unable to track your quarry or find anything worthwhile to hunt. *You lose Momentum.*

**Success Hunt:** You bring down enough game for 1d3 rations of contaminated food. In rare areas where water is more plentiful, you can also find a way to track down 1d3 rations of contaminated water.

**Success Track:** You easily find the tracks you are looking for and see in what direction your prey has walked.

**Hunting Stunts:** Choose one option per extra success:

- **Big Game:** add 1d3 extra ration of food. \*
- **Water Cache:** add 1d3 extra ration of water. \*
- **Healthy Catch:** The animal you killed is fresh! No contamination of rot.
- **Natural Spring:** The water your found is clean! No contamination of rot.

**Tracking Stunts:** Choose one question below per extra success that the GM must answer accurately:

- What kind of creature left the tracks?
- How far away is the creature from me?
- Is the creature wounded or healthy?
- Is the creature alone or in some kind of group?

**MUTANT & FERAL**

**HUNTER**