

Beast Hunters



Free Demo
(print version)

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Version 1.0

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INTRODUCTION

Welcome to the demo of Beast Hunters. This document is meant for two types of audiences: people who want to try out a part of the game with friends at home, and people who want to run focused games of Beast Hunters at conventions. The purpose of this demo is to provide part of the experience of Beast Hunters: it's specifically tailored to present the Conflict Resolution rules. Those are by far not everything that the game has to offer, but they're the best thing to try out before purchasing the game to see if they fit with your play style.

This demo version is laid out in a simple and unadorned manner to facilitate printing and legibility. You can see examples of the layout and art of the full game at www.berengad.com, including a downloadable sample chapter and a couple of pieces of interior art.

You will find that this demo has the following parts:

- 1) This introduction
- 2) Spirit of the game
- 3) Conflict Resolution rules
- 4) Instructions for running the game
- 5) Attack of the Saula Miur: a Challenge for One to Four Hunters
- 6) Handouts (rules summary, premade characters, map, threat sheet)

The Challenger fulfills the role that a game master has in most roleplaying games: she controls the adversity against which the other players are fighting. The players who control the main characters are called Hunters. This demo only contains one physical challenge, although the full game also includes social and mental challenges, as well as:

- Character Creation and Development
- 20 Beasts with 15 Custom Tattoos
- Negotiation Phases
- Adversity Budgeting and on-the-fly Challenge Creation
- Hunter and Challenger Advice
- Adventure Seeds
- Further Information About the Berengad and Chel'qhuri
- And More

If you have any questions about this document, please feel free to post it on our message boards or send an email to chgriffen@berengad.com. Suggestions or requests for clarification are always welcome.

Thanks for your interest in Beast Hunters, and we hope you enjoy this demo!

SPIRIT OF THE GAME

Beast Hunters is a challenge-focused game. It's about kickass tribal hunters who go out in the wild and measure themselves against anything that's thrown against them. They prove their worth by killing powerful beasts and overcoming difficult obstacles.

For players, the game revolves around the very same thing: measuring themselves against the challenges that they face. It is not a thematic game (like *Dogs in the Vineyard* or *Sorcerer*). It is not a game that focuses on exploring what it's like to live in a tribal society (like maybe *Primitive*). Instead, it's all about bringing the players' skills to the table and challenging them to come up with cool solutions and interesting descriptions. It's about paying attention to details, prevailing against the odds, and coming out of a heart-pounding session knowing that you've proven your creativity as a player.

It is very important that you and the other players come to the table with this spirit in your heart. You are going to salute in with the Hunters to express this. You are going to judge the Hunters' contributions, which can be difficult for you and them. You and the Hunters are going to have to think on your feet, be spontaneous, use tactics--in short, Step Up!

Now, it's okay if you don't have much experience in this style of play. You'll get better with practice. The important thing to keep in mind is that you and the Hunters need to have the right attitude. If everyone's expecting a leisurely game of rolling the dice, you're going to be disappointed. If the players don't step up and do their best to get high advantage point offers out of you, the challenge will drag out. If you as a Challenger don't like having to evaluate the other players' input and to push them to do better, then you're not well suited for running this game.

This is a tough, demanding, challenging game. Are you up to it?

CONFLICT RESOLUTION RULES

The Challenger needs to read through the Conflict Resolution rules to get a better handle on them than the summary sheet provides. Detailed instructions on what to do before and during the game can be found in the section on running the game and in the challenge description.

Overview of Conflict Resolution

The challenge is run using the Conflict Resolution rules (if you have read the full Beast Hunters rulebook, you can skip this whole section). These rules are mostly straight forward: each player gets to take a turn according to their initiative rating, going from highest to lowest. Each Hunter can take exactly one action during a turn. The Challenger takes an action for each threat, which is a pseudo-character representing the opposition to the Hunters, on that threat's turn (so if there are three threats, the Challenger will have three turns in a round). The possible actions are:

- 1) Activate Trait
- 2) Offensive Maneuver
- 3) Defensive Maneuver
- 4) Deny Resource
- 5) Recover Resource
- 6) Secondary Goal
- 7) Strike

Activate Trait

Each trait needs to be activated in order to provide a bonus to the rolls that a player makes. All traits are inactive at the beginning of a challenge. When you activate a trait, mark it with an X next to the trait. Describe how the character or opposition taps into the trait to apply it to the challenge. Once activated, the trait remains active throughout the challenge and stacks with other active traits. In this demo, only physical traits can be activated; they are marked as PO (physical offensive) and PD (physical defensive) on the character sheets.

Offensive Maneuver

Players take offensive maneuvers to gain advantage points against a particular threat or Hunter. Hunters first make a proposal: they describe their offensive action. The Challenger then offers a range of advantage points, with the minimum offer being 2 points. The Hunter

can accept the offer and conclude the turn, or roll the dice instead. The Challenger is not offered any points and always rolls dice for her offensive maneuvers.

When rolling the dice, the player making the offensive maneuver rolls 2D10 and adds all *active* physical offensive traits (they are marked as PO+x on the character sheets, with x being the bonus to the roll). The opposing player rolls 2D10 and adds all *active* physical defensive traits (PD+x) of the character or threat against which the maneuver is made. If the offensive roll is higher, the player gains the difference in advantage points against the defending character or threat. Traits that have not been activated using the Activate Trait action, above, do not give bonuses to the roll. Resources are not used in offensive or defensive maneuvers.

When the Challenger judges how many points to offer to a Hunter, start at a baseline of the difference in the Hunter's active offensive trait bonuses against your active defense bonuses (for example, if the Hunter has two offensive traits active that add up to +6, and your active defense traits only add up to +3, you start at a baseline of 3 points). Then you add or subtract points for each of the following:

- How much effort has the Hunter put into making the action interesting? Even if the action isn't amazing, if you see that the Hunter is trying hard, reward it.
- Is the Hunter including details of the situation or opposition to her advantage?
- Is the Hunter making use of the setup of the challenge, including the environment, NPCs, and so on?
- Is the Hunter including creative descriptions of how she uses her traits and resources, *including* social and mental ones that can't give bonuses to the roll but are still applicable? How about the character's personality, motivations, passions?
- Any other factor you think that makes the game more fun.

A reasonable offer would be 5 points for a good action, 10 points for a very good one, and 15 points for a completely awesome maneuver.

Any gain of 12 or more points (whether through the offer or a roll) gives the player the option to immediately make a free Strike or spend AP to achieve a Secondary Goal, which is the one exception to only taking one action per turn.

This offering system is the heart of the Conflict Resolution system. The goal is to get the Hunters to make their maneuvers as creative and cool as possible. Do not allow the Hunters to just roll the dice every time. Challenge them, push them, and if necessary, give them a suggestion here and there to help them out if they are new to this style of play.

Defensive Maneuver

Defensive maneuvers work much the same way as offensive maneuvers, with a described maneuver, an offer, and potentially a roll (although the minimum advantage point offer is only 1). The rolls are the same, except that the player making the maneuver adds active defensive traits (marked as PD+x) instead of offensive ones, and the other player adds offensive traits. If the acting player's result is higher than the opposition's, she can subtract half of the difference (rounded up) from the opposition's advantage points against her.

Deny Resource

A player can try to temporarily deny another player the use of a resource. This is done via a simple offensive versus defensive roll, including bonuses from active traits. If the attacker beats the defender, the defender cannot use that resource anymore until it is recovered through a Recover Resource action or after the challenge is concluded.

The Challenger can, but does not have to, offer the Hunter a success of a certain level when the Hunter describes how he denies the opposition's resource.

Recover Resource

In order to regain a resource that has been denied, the acting player must make a defensive roll against the opposition's offensive roll (both including bonuses from active traits) that beats the other player by at least as much as the roll that denied the resource.

When the Hunter describes how he plans to recover the resource, the Challenger can but does not have to decide that the description is sufficient without needing a roll. Most of the time, you should require the roll, but a very good description of the Hunter's action can override this.

Secondary Goal

The challenge in this demo has several secondary goals listed. A player can expend the amount of advantage points listed in parentheses behind the secondary goal to determine the outcome of that goal. Once a secondary goal has been determined, that result stands and cannot be changed. For example, the Hunters can spend 15 points to determine that the outcome of the "Kidnap Tribal Children" goal is that the attempt has been averted for sure, or the Challenger can spend points to determine that the children were kidnapped.

Strike

A player can use advantage points to inflict damage on the opposition. The player taking a Strike buys damage dice from the following table:

Cost	6	10	12	18	20	24	30	+15
Dice	D6	D10	2D6	3D6	2D10	4D6	3D10	+D10

The player then rolls those dice, adds her highest physical offensive resource, and subtracts the opposition's highest physical defensive resource. Denied resources cannot be added; you need to use a lower one instead if you have a second resource of that type. To reiterate: resources do *not* stack, unlike traits, and traits are not used in Strike actions.

Compare the outcome of the roll, as modified by the two resources, to the following table:

Result	1-5	6-10	11-15	16-20	21+
Damage	Light	Medium	Heavy	Incapacitating	Fatal

Mark this damage on the character or adversity sheet by checking off the appropriate damage box. If all boxes of that level are already filled, mark a box of the next-higher level (e.g., when all medium boxes are filled, medium damage is moved up to heavy damage). Once a character or threat takes fatal damage, it is defeated and cannot act anymore within this challenge. Because the challenge provided in this demo is a final encounter, incapacitating damage has no effect. When all Hunter characters or all adversity threats have been defeated, the challenge ends.

Aid Hunter

If you have two or more Hunters, the players can help one another. When a Hunter selects this action, she describes how her character aids another character. The player who is being helped can then add the bonus of one of the helping character's active traits to her roll. Only two players can work together like this at a time, and it uses up both of their turns. The action takes place at the initiative of the Hunter who takes the action and is being helped.

RUNNING THE GAME

As the Challenger, familiarize yourself with this whole document before getting the group together. When you sit down to play with one or more Hunters, follow these steps:

1. **Introduce the Hunters to the game** and tell them what it's about. That includes both the basic setting and the spirit of the game. In short:

“This is a game about tribal warriors who protect their tribes and gain power and glory by hunting and killing powerful beasts as well as other enemies in a post-apocalyptic fantasy world. The game focuses on the players overcoming challenges and obstacles, and it rewards and promotes creativity, ingenuity, and guts.”
2. **Hand out the rules summary sheet** and quickly explain the rules, emphasizing the value of creative and engaging descriptions of actions and the offering system.
3. **Hand out the character sheets** and let the players pick their characters. Give the players a minute to familiarize themselves with their characters and maybe talk about them with each other, if you’ve got more than one Hunter playing.
4. You’re going to **salute in** using the traditional salute of the Chel’qhuri tribes. Explain what the salute means: You’re going to be completely focused on the game, everyone respects everyone else, and nobody will take any hard feelings away from having their contributions to the game judged. Then salute in with every single Hunter by grabbing each other’s forearm. Try not to forget this step ☺
5. **Read the background section to the Hunters.** It describes how the Hunters get into the challenge. Place the map on the table when it comes up in the background. It shows what the environment looks like, including many details that they can use to their advantage.
6. **Select as many threats to play as there are Hunters** in the game. The other units might still be present and can be described, but the Hunters only need to worry about the ones you select to play.
7. **Play through the challenge** using the Conflict Resolution rules and the advice in the challenge section.
8. At the end of the game, when either all threats or all Hunters have been eliminated, **salute out, thank everyone** for playing, and maybe talk about how the game went.

CHALLENGE: ATTACK OF THE SAULA MIUR

Background (read or paraphrase to the Hunters):

You are just returning from the Beast Hunter gathering at which you gained your first tattoo. The symbol of power, etched into your skin with the blood of the beast you have slain, feels vibrant and glorious. But on your way back to your tribe, you find the scene of a battle, littered with dead tribesmen and outsiders. Following the tracks leads you to the midst of old ruins at the border to the Devoran Marsh, a realm filled with drowned forests and deadly swamps.

This is where the Khuron-nadan tribe made camp after their leader, Khuron, was severely wounded in the skirmish with the attackers. She is suffering from a strong fever and is shifting in and out of consciousness. The warriors of the tribe are fighting amongst each other over who should step up to be the leader, but after some not-so-gentle persuasion, they agree to accept your lead until the current crisis is averted. They do so more willingly if you are a female Beast Hunter, as the tribes are matriarchal and the chiefs are always women.

You have very little time to prepare. The outsider army will descend upon the camp shortly. It's time to make a stand and show them who they're messing with.

You will defend the Khuron-nadan camp from the attack of the Saula Miur, remnants of the imperial army that once ruled over most of the Berengad. Whenever you take a maneuver action during the challenge you have the option to make up preparations that you had made earlier and arranged with the other tribal warriors, including training, formations, placing any of the two dozen warriors of the tribe that are still able to fight, and any other activities you did before the enemy arrived. The warriors on your side are trained with spear, axe, and bow and arrow, and are fearless and dedicated.

The map shows you the location of the camp as well as the surrounding environment. It includes some details about the different areas that you could have explored during the negotiation phases. Keep it in front of you for the duration of the challenge. It also lists the secondary goals that are in play for you or the Challenger to accomplish or prevent. Pay close attention to those, as you may win the challenge but still suffer substantial losses.

To kick off the challenge, give a quick explanation of where your Hunter is when the attack begins and how the Hunter is situated.

Selecting the threats:

If there are more than one Hunter, let them have a quick planning session about where they each should be, but do not give them more than three minutes for this. Inform them about the time limit beforehand.

Now is the time to select a number of threats from the threat sheet in the amount of Hunters that are playing the game. Pick the ones you think will be the most interesting for you to play and the Hunters to fight against. The other ones can still be described, but they don't pose a direct threat, can't take any actions, and don't have to be defeated.

These are the threats. Their stats are listed on the threat sheet among the handouts.

Saula Miur Warriors

Several dozen warriors are charging out of the swamp-forest to attack the camp. They fight with more organization but less ferocity than the tribal warriors. Most of them are no match for a Beast Hunter, but they have strength in numbers.

Commando Units

Three elite warriors are secretly swimming through the river to emerge near the camp on the eastern side. They are headed for the chief to kill her while the battle rages further south. They are highly skilled, prefer to use sneaking maneuvers and surprise their enemies, and will retreat when they are severely wounded (whether a fatal damage result on them means one of them is killed or they simply retreat is up to your judgment of the Hunters' actions).

Leader and Elite Guard

The commander of these Saula Miur forces is clad in his old full-body armor, which has been adorned with bone fragments and other decorations. He stands tall, with broadsword in one hand and a large shield in the other. He is guarded on each side by an elite soldier wielding a bow, with swords hanging at their sides. If the leader joins the fray, he does so very carefully. He prefers to have his elite guards shoot down any warriors who might come for him. Unless drawn in, he will remain at the edge of the forest, just far out enough that he can see what's going on. If he is confronted, he will turn out to be a fierce and highly experienced fighter.

Warhounds

Even before the warriors reach the camp, their warhounds stream out of the drowned forest to swarm the area and tear any enemies apart with their fangs. They are led by an alpha dog that can be recognized if one studies the actions of the dogs for a moment. They are ferocious black-brown beasts, their fur smattered with mud and patches of dried blood. The only thing these monsters fear is fire.

Running the challenge:

When you begin the game, make sure you know where the Hunters are. Then play the threats accordingly. Figure out which player will be attacked by which group, whether someone is guarding the camp where the commandos are heading, and so on.

At first, the warriors and warhounds are going to charge out of the drowned forest and toward the temple and the ruins. Whether they'll get there depends on how many Hunters stand in their way. In the meantime, the commandos are emerging upriver and the leader is staying back at the edge of the forest, having his elite guard fire arrows at the biggest threats.

Even though each threat has stats as a whole, do not shy away from establishing specific characters within that threat. The warriors could rally around a veteran among them, the warhounds have an alpha dog, and so on. Hunters will be more engaged if, instead of just attacking "that mass of warriors," there's "the warrior with the scar on his face who just threw his spear at me" that they want to pay back.

How the battle goes now depends largely on the Hunters and where they have taken their positions. Play it accordingly, and feel free to describe the chaotic and violent scenes of battle around them. Provide engaging and descriptive elements to encourage the Hunters to do the same. Even though you won't be offered AP, make your maneuvers cool and creative.

Actions by all participants don't need to be within the same time frame. One Hunter might describe a maneuver that only takes a heartbeat, while another could fight her way across the battlefield to confront the leader in the same round. Leave it to the players to fill in the gaps if they feel like the actions before them took up time they need to account for. If it doesn't bother anyone, there's always the chaotic impact combat has on people's perceptions.

If the Hunters are not making good use of the environment and its possibilities, drop some subtle hints in your descriptions.

Secondary goal fulfillment will hopefully happen during the game. Make up a plausible way in which this occurs. For example, if the Hunters prevent the "Kidnap Tribal Children" goal, they could describe that they are hiding the children away from the battle before rejoining it. Notice that secondary goals are always bought off with AP, so no one can affect the battle without confronting someone. As an example, this means that the commandos can't kill the chief without maneuvering against a Hunter. If no Hunters are in the camp, the maneuvers will be the commandos trying to sneak in undetected, which is still a physical activity.

When a threat or a Hunter is eliminated, provide the appropriate description or let the Hunter do it. This means that the threat or player cannot actively participate anymore. Hopefully the engaging descriptions will still be fun for the audience to follow. And when all threats or characters are eliminated, quickly describe the aftermath before ending the game. The Hunters should have a chance to experience their hard-earned victory (or defeat).

BEAST HUNTERS DEMO - CONFLICT RESOLUTION RULES SUMMARY

This is a physical challenge. Only physical traits, resources, initiative, and damage count. Players take turns going from highest initiative to lowest. You can do one of the following:

Activate Trait: Check one physical trait off as active. Only active physical traits give bonuses to rolls. The other types of traits (social, mental) can be used in maneuver descriptions.

Offensive Maneuver: Describe an action that gains an advantage against one opposing threat. Make it as creative and cool as you can, using your traits (not necessarily only the physical or active ones), the environment, the opposition's weak points, etc. Accept the Challenger's offer or roll 2D10 plus your active physical offensive traits. You gain any positive difference to the Challenger's roll as advantage points against this one threat.

Defensive Maneuver: Describe an action that lowers the advantage of one threat. Accept the Challenger's offer or roll 2D10 plus your active physical defensive traits. The Challenger loses half of any positive difference to the Challenger's roll in advantage points against you.

Strike: Buy damage dice with advantage points according to the following table:

Cost	6	10	12	18	20	24	30	+15
Dice	D6	D10	2D6	3D6	2D10	4D6	3D10	+D10

Roll the dice you bought, add your highest physical offensive resource, subtract the highest physical defensive resource of the opposition, and compare to the following chart:

Result	1-5	6-10	11-15	16-20	21+
Damage	Light	Medium	Heavy	Incapacitating	Fatal

Fatal damage defeats the threat. Incapacitating damage does nothing in this demo.

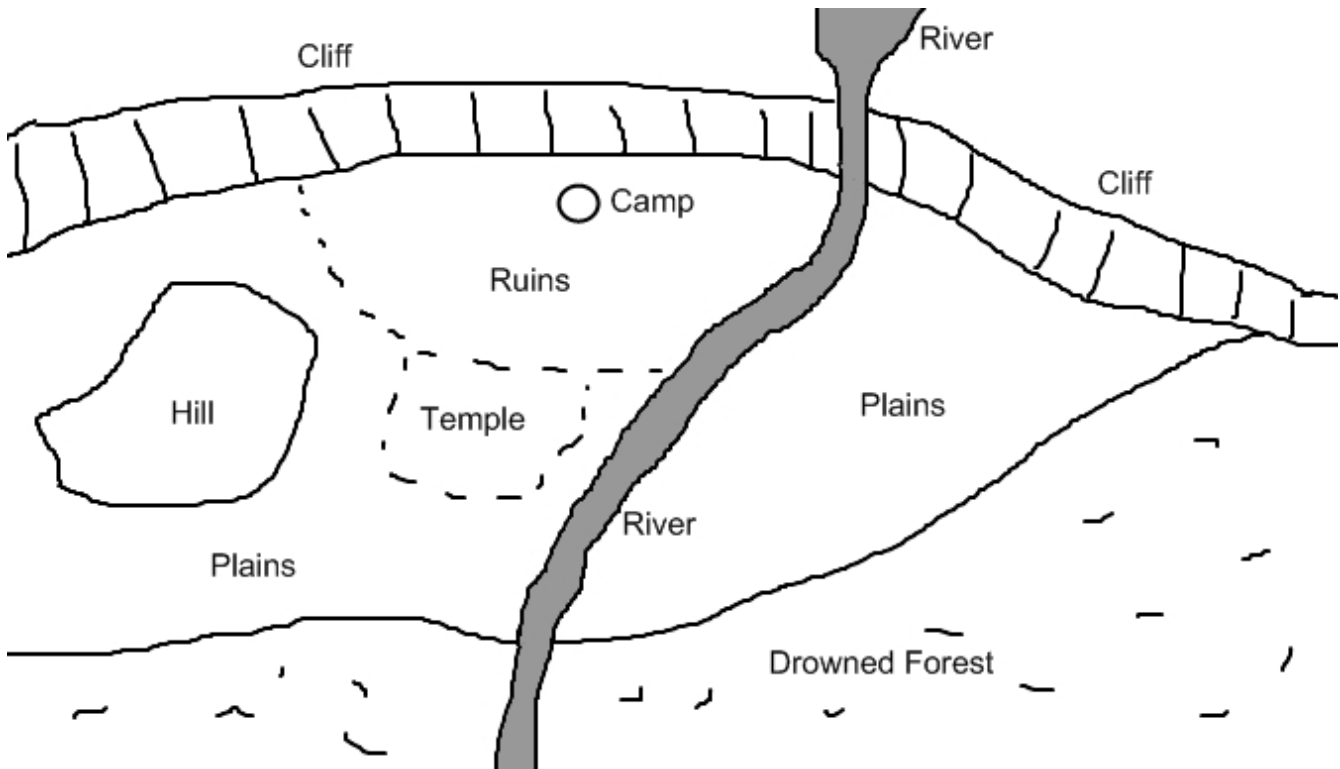
Deny Resource: Describe how you keep a threat from using one of its resources. Roll 2D10 and add your active physical offensive traits. Beating the Challenger denies the resource.

Recover Resource: To regain a denied resource, describe how you get it back and roll 2D10, adding your active physical defense traits. Beating the Challenger by the same amount you were beaten when the resource was denied (or more) recovers it.

Secondary Goal: Expend the amount of advantage points listed with the goal to determine its outcome. Once this is done, the outcome cannot be changed by anyone.

Aid Hunter: Describe how your action helps another Hunter and add one of your active trait bonuses to her roll when it's her turn. If you have already had your turn this round and did something else, you cannot choose this action. If not, this uses up your turn for this round.

CHALLENGE MAP



SECONDARY	<input type="checkbox"/> Kidnap Tribal Children (15 AP)	<input type="checkbox"/> Kill Chief Khuron (20 AP)
GOALS	<input type="checkbox"/> Reveal Traitor in the Tribe (10 AP)	<input type="checkbox"/> Burn Down the Camp (10 AP)

Ruins and Camp

The Khuron-nadan camp was set up in the middle of these ancient ruins of a Rosvayan outpost. The area is filled with half-decayed stone buildings, some of which still have roofs while others are just a lonely wall or two. Piles of debris litter the area, with trees and bushes growing out of them. The camp is made of tents and makeshift shelters within the ruins, with a large fire burning in the center to provide warmth and roast food.

Temple

Once a huge temple, this area now mainly contains several gigantic pillars with remnants of the spanning roof. All of the pillars show deep cracks and some are near collapsing. Weathered and broken stone statues are everywhere. There are a few tunnels and underground rooms beneath.

River

The river is 200 feet wide and runs relatively slowly, except at the waterfalls by the cliffs.

Cliff

The cliff is a rough, rocky surface that rises up about 75 feet. Good climbers could scale it.

Hill

The hill is sprinkled with gnarly trees and boulders of varying sizes. There are several caves as well.

Drowned Forest

Crooked trees and wild bushes rise out of the knee-deep muddy waters, and the thick treetops shut out most of the sunlight. Visibility is very limited.

THREAT SHEET

Saula Miur Warriors

Initiative: P2

Traits: Squad Tactics PO+8, Cover Each Other's Backs PD+7

Resources: Swords and Spears PO+4, Leather Armor PD+2

Damage (L/M/H/I/F): OOO/OO/O/O/O

AP Against _____:

AP Against _____:

Commando Units

Initiative: P5

Traits: Trained Assassins PO+11, Sneaky PD+4

Resources: Machetes PO+6, Darkened Armor PD+3

Damage (L/M/H/I/F): OO/O/O/O/O/O

AP Against _____:

AP Against _____:

Leader and Elite Guard

Initiative: P4

Traits: Veterans of the Saula Miur PO+10, Decades of Training PD+5

Resources: Broad Sword PO+5, Bow and Arrow PO+5, Shields PD+6, Armor PD+2

Damage (L/M/H/I/F): OO/O/O/O/O/O

AP Against _____:

AP Against _____:

Warhounds

Initiative: P2

Traits: Ferocious Charge PO+9, Quick and Deadly PD+6

Resources: Sharp Fangs PO+8, Thick Hides PD+2

Damage (L/M/H/I/F): O/O/O/O/O/O

AP Against _____:

AP Against _____:

Beast Hunters

Name: Iaqhari

Hunter: _____

Initiative: M2

P3

S3

Offensive Traits

Trained By My Mother PO+5
Cold Blooded PO+4
Always At The Front PO+1
Natural Leader SO+3
Inspiring Presence SO+1
Piercing Intelligence MO+2

Defensive Traits

Unbending Courage PD+5
Swift Steps PD+4
Daughter of Sereghi SD+2
Pure Determination MD+1

Offensive Resources

Mother's Sword PO+6
My Name SO+2
Faith in Fate MO+1

Defensive Resources

Armor Taken By My Hand PD+4
Allies SD+3
Iron Will MD+1

Wharkatas Tattoo:

This tattoo allows the Beast Hunter to be comfortable at any height and increases her sense of balance. The tattoo grants a bonus of +2 on all physical defense rolls. This bonus is always active and stacks with any active physical defensive traits.



Mental

Light OO
Medium O
Heavy O
Incapacitating O
Fatal O

Physical

Light OO
Medium OO
Heavy O
Incapacitating O
Fatal O

Social

Light OOO
Medium OO
Heavy O
Incapacitating O
Fatal O

Beast Hunters

Name: Kelkha

Hunter: _____

Initiative: M1

P5

S1

Offensive Traits

Towering Over All PO+3
My Hands Crush Skulls PO+5
Violence Is My Way PO+5
Voice Of Power SO+1
Focused MO+1

Defensive Traits

Tougher Than A Bear PD+3
Quicker Than You Think PD+2
Feared And Admired SD+2
Never Back Down MD+1
No One Could Beat Me MD+1

Offensive Resources

Massive Battleaxe PO+6
Swords PO+2
Necklace of Bones MO+1

Defensive Resources

Resilience PD+3
Reputation SD+1
Willpower MD+1

Bektratan Tattoo

The Hunter receives a constant bonus of +2 on all physical defense rolls due to increased speed and agility. This bonus is always active and stacks with active physical defensive traits.



Mental

Light OO
Medium O
Heavy O
Incapacitating O
Fatal O

Physical

Light OOOO
Medium OOO
Heavy O
Incapacitating O
Fatal O

Social

Light O
Medium O
Heavy O
Incapacitating O
Fatal O

Beast Hunters

Name: Nioqhe

Hunter: _____

Initiative: M2

P4 (P7)

S1

Offensive Traits

Lust For Blood PO+6

I Know Where It Hurts PO+4

I Will Prove Them Wrong MO+1

Arkhya Will Die At My Hands MO+2

You Don't Know What I'll Do SO+1

Defensive Traits

The Beatings Made Me Stronger PD+4

I Revel In Pain PD+5

My Mind Is My Shelter MD+2

Left For Dead By Arkhya MD+2

Heard It All Before SD+1

Offensive Resources

Dagger and Metal Claw PO+4

Secrets SO+1

Drive for Revenge MO+1

Defensive Resources

Reflexes PD+5

Lack of Caring SD+2

Slippery Thoughts MD+1

Isolar Tattoo:

The Beast Hunter can sense the presence and general direction of living beings in the vicinity, even without seeing, smelling, or hearing them. This grants a +3 bonus to the Hunter's physical initiative (bringing Nioqhe's initiative effectively to P7).



Mental

Light OO

Medium OO

Heavy O

Incapacitating O

Fatal O

Physical

Light OOO

Medium OO

Heavy O

Incapacitating O

Fatal O

Social

Light OO

Medium O

Heavy O

Incapacitating O

Fatal O

Beast Hunters

Name: Olor

Hunter: _____

Initiative: M3

P3

S1

Offensive Traits

Spirits Guide My Arm PO+4

I Know No Fear PO+4

Speaking With Ancestors MO+3

Hate For Harik MO+2

Authority SO+1

Defensive Traits

Fought Off The Tarrag PD+4

Protected By The Spirits PD+6

Inner Harmony MD+2

Used To Mockery MD+1

And Yet You Fear My Spirits SD+1

Offensive Resources

Spirit Spear PO+5

Hallowed Anklet MO+1

Pendants and Symbols SO+1

Defensive Resources

Ritual Leather Armor PD+4

Protective Hair Bells MD+3

My Beliefs MD+1

Dektratan Tattoo:

The Hunter receives a constant bonus of +2 on all physical defense rolls due to increased speed and agility. This bonus is always active and stacks with active physical defensive traits.



Mental

Light 000

Medium 00

Heavy 0

Incapacitating 0

Fatal 0

Physical

Light 00

Medium 00

Heavy 0

Incapacitating 0

Fatal 0

Social

Light 00

Medium 0

Heavy 0

Incapacitating 0

Fatal 0