

## DESCRIPTION

## ASPECTS

*main concept*

*what sets you apart, your quest*

*something a little special? a problem?*

*a power? roots in the wilderness?*

*a weapon or tool? an organization? roots?*

## STRESS & CONSEQUENCES

|   |   |   |
|---|---|---|
| 2 | 2 | 3 |
|---|---|---|

|   |                 |
|---|-----------------|
| 2 | <i>mild</i>     |
| 4 | <i>moderate</i> |
| 6 | <i>severe</i>   |

## APPROACHES

- POWERFUL
- CAREFUL
- SWIFT
- SMART
- SNEAKY
- CHARMING

## NOTES

## GEAR

## REFRESH

## FATE POINTS



NAME

**the ranger**

## RANGER MOVES

Take one at the start of the game.

Take another when you hit a personal milestone, but not more than one per session:

- I killed a beast or monster on our path
  - I found a urban place worth saving
- 

○ AT HOME IN THE WILD - for every consequence I suffer in the Wild, I gain two fate points and not one

○ ONE OF THEM - when I speak to savages, intelligent creatures of the Wild and so on, I can get a +2 once per session

○ RESPECT THE WILD - once per session, when I act with respect of the Wild (incl. fear), I get a boost with a free invocation

○ EXPERT OF THE WILD - when I roll to create an advantage or overcome an obstacle in the Wild or anyway in a savage env. I get a +2

○ ALWAYS PREPARED - once per scene, in the Wild, I can reduce stress or conseq. of 1 point, as long as they're not from combat

○ ALWAYS PREPARED II - once per scene, in the Wild, I can reduce stress or conseq. of 1 point for someone else, as long as they're not from combat

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## ADVANCEMENTS

When you fulfill a requirement and take a new Ranger Move, you can also (pick one):

- \* Switch the score of two approaches
- \* Change an aspect that is not the main one
- \* Change one Ranger Move for another

Ranger Move

- \* Take a new Ranger Move but reduce your refresh of one

## MISSION MOVES

Take one at the start of the game.

Take another when you hit a milestone for your mission, not more than one per session:

- I guided them out of a dangerous territory
  - I've been alone in the Wild for a reason
- 

○ TROUBLE FOR A RANGER - once per session when I get in trouble in a urban env. I can make up a boost for free

○ SECRETS OF THE WILD - when I go away in the Wild for a while, I can come back having removed a mild (2) conseq. for one fate point

○ SOME PROTECTION - I wear a light armor that absorbs a stress of 1 in every fight

○ I KNOW THIS PLACE - when I give advice about the Wild, if a character does as I say, they get a +2 to do it, once per session

○ READY FOR WILDERNESS - once per session I can invoke an aspect for free (no fate point) in the wilderness, thanks to equipment

○ MAGIC SPIRIT - I communicate with a magic spirit of the Wild that gives me access to a sphere of magic, and enough Wicked Silver for 2 spells per session

Sphere:

Uses this session:

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## ADVANCEMENTS

When you fulfill a requirement and take a new Mission Move, you can also (pick one):

- \* Increase the score of an approach by one
- \* Do an advancement of the Ranger Moves
- \* Clear a consequence that you had for at least an entire session, and describe how
- \* Take another Mission Move but reduce your refresh by one

## DARK THREAT MOVES

Take one at the start of the game.

Take another when you hit a milestone against the dark threat, not more than one per session:

- I spared the life of a creature of the Wild
  - I was seriously hurt (consequence of 4+)
- 

○ ALONE OUT THERE - when I act alone in the Wild, I can clear a stress box in the middle of a scene

○ ONE OF THE TRIBE - for one fate point I can invoke a savage tribe, or a smart monster, or a small gang of Elfs or Dwarfs. They owe me a big favor; but only once

○ WITH THE HERO - when fighting alongside the hero, I inflict 1 shift more of harm

○ NOT SO EASY TO KILL - as long as I am in the Wild, this move can change a moderate (4) conseq. into a mild (2) one

○ DEATH FROM AFAR - when I attack from afar I deal 1 shift more of harm

○ MAGIC OF THE WILD - when I use magic of the spheres of green, animals or spirit, I get a +2 to my roll with Smart

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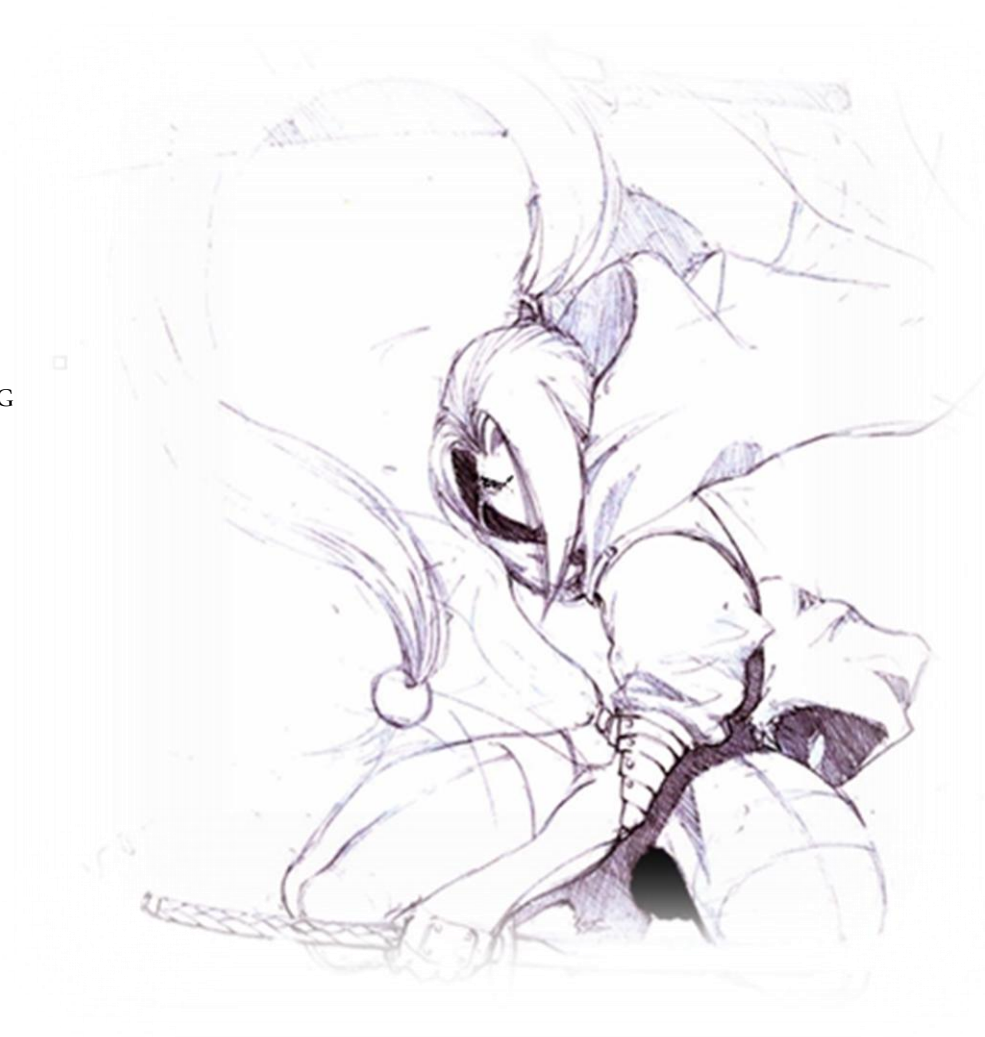
CHARMING

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## MAKE YOUR RANGER

As the Ranger, you will be in charge of guiding the group in the wilderness and probably deep into the Wild. You will support them when far from the human cities or the Eternal City, and show them how vast your knowledge of the vast untamed land is. Without you, they'd be lost, even if the wise claims to know it all. You, and only you, can show the path to the hero; darkness hides deep into the Wild and you've seen it.

Select your playbook (female or male, they're the same, just with a different illustration) and begin the creation process.

ASPECTS: when you pick **your first aspect** (the main concept of your character) you should give it a clearly outdoorsman, ranger feeling.

For example, valid aspects would be:

- \* the best traveler of the Wild
- \* a wanderer of a mysterious lost clan
- \* a former military scout
- \* a half-blood bastard living with wolves
- \* the heir of the lost king of the Wild

When you select **your second aspect**, here is where you make a twist. This aspect contains not just something about your ranger, but also something about the dark threat that you will oppose.

It is important that this aspect sets you apart from any other rangers: you are going to follow the hero, and to help the group is their quest to defeat the Dark Threat. What have you seen that convinced you to take sides in this battle? You might prefer your solitary life in the Wild to their company, but you will stick with them: tell us why.

This aspect can evolve later on, if your quest demands it. Use rules for advancements for that.

Examples for the second aspect:

- \* a special connection to the hero
- \* I know the secret routes of the Wild
- \* I have a reputation to restore
- \* I am the lost heir of a royal family
- \* I've seen the darkness growing in the Wild
- \* seeking revenge against the Dark Threat

This aspect, even if you don't decline it as a problem, **will nevertheless be a problem**. This is the cause for your participation in the mission against the Dark Threat, what will force you to leave your previous solitary life.

For your third, fourth and fifth aspect you can basically select rather freely, **but you must** (if you didn't already) give a minimum of a background to your character (for example if he lived in the Wild, or wandering in the territory of the Seven Nations, connections to other scouts, to nobles, perhaps to the wise...).

If you think the first and second aspect do not give the GM enough to work with **to compel your character**, go ahead and select now as your third aspect something a little special, that sets you apart from those like you; a problem, something that doesn't quite fit (and that would be an issue even without the dark threat and your destiny to fight against it). If you give nothing to the GM to compel, you reduce your chances of gaining fate points.

For the fourth and fifth aspects consider some special talent (or a sphere of magic) your character has, or maybe a special piece of gear, a unique weapon or also a connection to an organization, or something about your roots.

At the start you must define the first and second aspect, and you can freely add the other three **during the game**.

Give your APPROACHES the following values (distribute them as you want but swift and careful must be at +1 or more):

**+2, +2, +1, +1, 0, -1**

You can give the scores now, or define them freely **during the game** when you use them. At the start, select one move for each of the sections.

You start with a standard REFRESH of three, and with three MOVES.

Moves, as described also in the playbook, are taken one from each of the three columns. As for the aspects, you can make up your own moves (stunts), as long as the GM approves them, not just stick to the suggestions.

And as for aspects and scores of approaches, you can decide what to take also **during the game** if you didn't pick all three at the start.

ADVANCEMENTS: during the game, but **not more than once per session**, you can add a new Move, if you have fulfilled one of the requirements.

- \* Read the requirements as quite restrictive, not as an fast way to empower your character
- \* If you fulfill more than one per session, pick the one less likely to repeat, and mark that one
- \* You can mark only one per session, not one for every group
- \* You can take one and only one new move per session, not more
- \* Finally, when you take a new move, you also make also one **and only one** of the other advancements that are available in the given section

## ONE PAGE RULES SUMMARY

For EVERY ACTION, such as: Create an advantage, Overcome, Attack and/or defend, roll 2D6, a white one and a black one.

SUBTRACT BLACK FROM WHITE for a result between -5 and +5.

Add the score of the RELEVANT APPROACH.

Add the score of all RELEVANT MOVES (stunts) if applicable.

TARGET NUMBERS are typically:

- 1 for trivial
- +1 for fair
- +3 for serious
- +5 for hard
- +7 for epic

To improve your result:

- \* INVOKE AN ASPECT (of your character, of the situation, etc.) for one fate point: add +2

- \* THE SAME ASPECT can be invoked only once per roll, unless from a success with style

- \* GET SOME HELP: +1 for every character helping

- \* CREATE AN ADVANTAGE with a separate action before the main roll, or use a previously created advantage: +2 for every advantage

### FATE POINTS

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Start every session with a number of Fate Points equal to your Refresh. If you had more from the previous session, keep that number.

- \* spend a fate point to invoke an aspect
- \* spend a fate point to determine a fact in fiction, at your advantage
- \* gain a fate point for accepting a compel for an aspect at your disadvantage
- \* gain a fate point for conceding a conflict, and a fate point for each consequence suffered

### CREATE AN ADVANTAGE

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FAIL: create or discover no aspect; the GM creates an aspect against you with a free invoc.; an existing aspect turns against you with a free invoc.; success at hard price

TIE: create or discover the aspect, but it's just a boost; or an existing aspect get a free invoc.

SUCCESS: create or discover the aspect with a free invoc.; add a free invoc. to an existing one

WITH STYLE: create or discover the aspect with two free invoc.; add two free invoc. to an existing one. Invoke twice in the same roll

### OVERCOME

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FAIL: success at hard price; or just fail

TIE: success at minor cost

SUCCESS: accomplish your goal

WITH STYLE: accomplish and gain a boost

### ATTACK/DEFEND

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FAIL: suffer harm for missing shifts; if only defending the GM also gains a boost

TIE: inflict one harm or gain a boost, and the same for the GM against you

SUCCESS: inflict your harm for shifts or defend completely

WITH STYLE: inflict your harm for shifts or one less to gain a boost or two less to create an aspect with a free invoc.; if defending only you create a boost

An ASPECT remains and can be invoked again by paying a fate point.

A BOOST goes away after its invocation.

A SUCCESS WITH STYLE is 3 shifts or more.

A TIE is like 0 shifts.

### CHALLENGES

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Proceed roll by roll. On a tie or success, move to the next step. On a success with style, take a boost (+2) to the next step.

A failure might compromise the full challenge.

### CONTESTS

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Compete but not in a conflict; without harm.

In every turn, each one rolls the appropriate overcome action. The highest result gets one victory; two victories if it was a success with style - with three or more shifts. A tie will cause a twist to be introduced by the GM.

The contest ends at three victories.

### CONFLICTS

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Action order:

- \* physical: Swift; tie-break w/Sneaky, Powerful
- \* non-physical: Smart; Charming, Careful
- \* characters go before NPCs and monsters if they attack first; otherwise the GM goes first

In your turn:

- \* Move of one zone without obstacles for free
- \* Take one or two simple actions
- \* Make an action that requires a roll
- \* Defend once for free (without bonus)

In your turn you can make one action w/roll:

- \* Create an advantage
- \* Overcome an obstacle; incl. moving of more than one Zone or to a near Zone w/obstacles
- \* Attack one, or go full defense (+2)