

Scout

Name

Human:

Look

Choose one for each:

Eyes

Hair

Clothes

Build

Damage

dX

Alignments

Chaotic - Neutral -

Race

Human -

Bonds

_ has

Moves

Scout It Out

When you go to scout out a nearby danger, that danger cannot sneak up on the group, and plans to

ambush the danger give everyone a +1 Forward when executing said plan.

HP

X + Con

Gear

You Load is X+STR. You start with one from each list:

Advancement

When you gain a level from 2-5, chose from these moves.

When you gain a level from 6-10, choose from these moves or the level 2-5 moves.

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