

Beast Hunters

Character Creation and Development

CHARACTER DETAILS

Beast Hunters are an elite group among the Chel'qhuri. All Chel'qhuri are trained warriors, and Beast Hunters receive special training and knowledge from their elders. They travel across the territory of various nadans in search of their prey, and sometimes their hunts lead them to the farthest corners of the Berengad.

Now would be a good time to check out the character sheet at the back of this book. As you can see, there are several aspects to a character. They are:

- A) NAME
- B) HUNTER
- C) INITIATIVE
- D) REWARD POINTS
- E) TRAITS
- F) RESOURCES
- G) TATTOOS
- H) DAMAGE BOXES

BEAST HUNTERS

Naturally, a character should be defined by more details, such as looks, background, history and family. But these aspects have no mechanical relevance to the game unless you incorporate them into traits and resources, so you can keep additional information in mind or write it out on different sheets of paper. You probably won't need to reference that information during the game too often, but you'll need the traits and resources all the time.

NAME: Chel'qhuri names often include harsh consonant sounds. "CH" and "QH" are also common.

HUNTER: The player who owns this character.

INITIATIVE: Initiative determines the order of action during a conflict. There are three initiative values, one for each challenge domain (physical, social and mental).

REWARD POINTS: These are earned through challenges and can be spent to improve your Beast Hunter's traits, resources, and initiative.

TRAITS: Every Beast Hunter has traits to help her overcome the challenges in her path. There are six types of traits: offensive and defensive traits in each of the three domains. That means there are physical offensive (PO), physical defensive (PD), mental offensive (MO), mental defensive (MD), social offensive (SO), and social defensive (SD) traits. Traits have a numerical value associated with

BEAST HUNTERS

them. That value is the bonus to the 2D10 roll that the trait grants during Conflict Resolution if it has been activated (see the Conflict Resolution chapter for details).

When you create traits for your Beast Hunter, they can be virtually anything you can think of that's appropriate to their purpose. They can be attributes, talents, events of character history, relationships, beliefs, or anything else. For example, a Beast Hunter could have "Spear and Axe Training" as an offensive or defensive physical trait. But that would be somewhat boring; a more interesting description would be "My Mother Taught Me To Fight," "Hulking Brute," "Fear My Wrath," or even just "I Am A Beast Hunter." All of those could be physical traits; some could be mental or social traits as well. They have something interesting about them, something that makes your character more unique, allows you to use more interesting solutions and actions for challenges, and hints to the Challenger about ways to make adventures and challenges matter to your character. It's a good idea to use traits that also give Challengers an idea of what kind of adventures and challenges you'd like to face.

RESOURCES: Hunters and their opposition have resources that help them out. Resources either add to the damage that a Hunter inflicts or subtract from the damage that a Hunter takes in a certain domain. The first kind is called an

BEAST HUNTERS

offensive resource, the second a defensive resource. Just like traits, therefore, they come in six types (PO, PD, MO, MD, SO, SD). The numerical value of the resource shows how many points of damage it adds or subtracts. For example, a Beast Hunter's spear that she has won in combat and that was decorated by members of her tribe would usually be a physical offensive resource, but it could also be categorized as a social or even mental resource. Social resources are often contacts or reputation. Examples of mental resources are an iron will, a sharp wit, or a strong relationship that lends determination to the character. Unlike traits, resources can be denied during a conflict. This usually means the Beast Hunter was disarmed, socially cut off from his contacts, or mentally distracted and confused. Remember when selecting your resources that you can only use a particular type of resource at one time, but that having several works as backup in case the main resource gets denied.

TATTOOS: Beast Hunters stalk fiendish creatures to rid the world of them and to use their blood in magical rituals. A Beast Hunter who brings down a specific beast will receive a tattoo from an elder, with ink made with the blood of the beast. Each tattoo imbues the Beast Hunter with some of the creature's power. These tattoos grant bonuses to traits and resources, as well as some special abilities. They are always

BEAST HUNTERS

active, so unlike traits, they need not specifically be activated, and unlike resources, they cannot be denied.

DAMAGE BOXES: During a conflict, characters deal and receive damage. This damage is tracked with these boxes. Each domain has its own set, so a character has separate boxes for mental, social and physical damage. There are boxes for light, medium, heavy, incapacitating and fatal damage.

CREATING A BEAST HUNTER

In order to play this game as a Hunter, you need to create a character. This section outlines how to create the character and fill out the character sheet. The character's history and personality can and should be written into the traits and resources. The following steps ensure that happens while keeping all starting Beast Hunters balanced. If you come up with more information and neat tidbits that don't fit into the traits and resources, feel free to write them down on as many separate sheets of paper as you need.

Before you start on the five steps below, enter the following things on your character sheet: the character's name in the Name field, your name in the Hunter field, and an initiative rating of 1 for each domain (M1, P1, S1). You also have one damage box in every step of every domain.

Character Creation & Development

BEAST HUNTERS

When adding traits and resources in the following steps, a few restrictions apply. First, you can only have three starting traits in each category (three in mental offensive, three in mental defensive, etc.). Second, you cannot have more damage boxes of a higher type than the ones below in the same domain (for example, if you have three light social damage boxes, you cannot have more than three medium social damage boxes).

When I refer to “you” in the following paragraphs, I am talking about you the player, as these are your resources to use, but I am also sometimes talking about the Beast Hunter character, just for ease of reference.

STEP I: YOUR PARENTS

Think about the way in which your character’s parents influenced his or her life. Write down **THREE TRAITS** that your character has received from his or her parents. You need to mark the traits with their category, such as physical offensive, but don’t give them a rating yet. Almost any trait can fit into any category, depending on how you interpret the influence on the character. For example, belonging to a well-known warrior bloodline can grant your character physical abilities, social aptitude, or mental agility. Traits can be abilities, experiences, beliefs that drive your character, or anything

BRAST HUNTERS

else that empowers the Hunter to face tough challenges.

Examples of traits you could gain from your parents are:

My Mother Taught Me How to Ignore Pain

I Take Risks to Prove Myself

Resilient

I Will Make My Mother Proud

Trust No Elders

The Beatings Only Made Me Stronger

My Mother Is the Nadan's Chief

In addition, you gain TWO RESOURCES from your parents.

Name them and note the category, such as physical offensive, but don't assign a rating yet. Examples of resources that your character's parents might have granted her are family weapons or armor, genetic attributes (strength, quickness, beauty, intelligence), social contacts or family reputation, willpower, and so on.

Next, raise one of your initiative levels by one point. For example, raise social initiative to 2.

Finally, add one light and one medium damage box to any of your damage areas to indicate the domain in which your parents influenced you the most (mental, physical, or social).

STEP 2: YOUR TRIBE

You gain TWO TRAITS and TWO RESOURCES from growing up in your particular nadan. Give the tribe a name, think

BEAST HUNTERS

about what it was like growing up there, and connect your character to it. Traits from your tribe could include training that the group bestowed upon the character, experiences that the character had within the tribe, or beliefs and religious attitudes that the tribe as a whole holds and reinforces.

Resources include your standing among the tribe, items you have gained from its members, and so on.

Examples of traits you could gain from your tribe are:

My Tribemates Were Stronger, but I Never Quit

Commanding Presence

I Can Hear the Spirits Whisper

Outsider's Perspective

Spiritual Leader

Beloved and Feared

You also get to raise an initiative level by one point and add a light damage box to any of your damage areas. Again, think about how that came to be and why your tribal association made you more powerful or resilient in a physical, mental, or social way.

STEP 3: YOUR ENEMIES

You gain **THREE TRAITS** and **ONE RESOURCE** from your experience with your enemies. This is a wide open field; it can include the bully you fought against as a child (“I Stand Up For Myself”), the rival tribe or family that you fought

BRAST HUNTERS

with in the past (physically, mentally, or socially), or any actual nemeses you might have. We highly recommend that your trait-related enemies are still alive, so that the Challenger can include them in your adventures.

Examples of traits you could gain from your enemies are:

I Will Have Revenge on Jiala

Cunning Keeps Me Alive

I Hate Borok with a Passion

Known to Take Their Ears

Kerak Will Suffer for What He Did

Noqha's Spirit Still Haunts Me

Raise one of the initiative levels by one point.



BEAST HUNTERS

You also get to add a light damage box to any damage area as a result of confronting your enemies in the past.

STEP 4: BEAST HUNTER TRAINING

Create TWO TRAITS and ONE RESOURCE that you gained during your Beast Hunter training. If you haven't gained a ritual hunting weapon (typically spear or axe) from your parents, your tribe, or your enemies yet, you should take it at this point as a resource. These traits and resources include your individual training as a Beast Hunter, your interests and personal motivations, your quirks and talents, and everything else that comes to the foreground during your teenage years.

Examples of traits you could gain from your Beast Hunter training are:

Knowledge of Anatomy

Chel'qhuri Lore

My Mentor Died for Me

Swift as a Panther

Humility

I Am Destined to Slay the Qburym

From your personal training, you've gained a medium and a light damage box that you can now distribute among your damage areas. Again, note that you cannot have more boxes in a higher damage level than in the one below it. In addition, raise one initiative level by one point.

BEAST HUNTERS

STEP 5: ASSIGN NUMBERS

You now have ten traits. Distribute the following bonuses among them: +3, +3, +2, +2, +2, +2, +1, +1, +1, +1 (in other words, two times +3 and four times each +2 and +1). Remember that only three of your traits can each be in the same category—offensive physical, for example. Also keep in mind that Beast Hunters must physically hunt down powerful creatures as well as serve as facilitators and eventually wise elders among their people, so all three domains are important.

You also have six resources. Distribute the following bonuses among them: +3, +2, +2, +1, +1, +1. Note that you can only use one resource for a specific purpose, like an offensive physical resource (such as a weapon), at one time during a conflict, but if that resource is denied, you can use another one in the same category instead. Multiple resources in the same category, therefore, serve as backups.

You start without any tattoos. However, one of the first adventures you play should be a low-level Beast Hunt. That will serve as your initiation rite among the Beast Hunters. After you have slain your first beast and gained your first tattoo, you can wander the Berengad as you see fit, bound only by duty to your people and the lure of the hunt.

Now you have a Beast Hunter character ready. Good hunting!