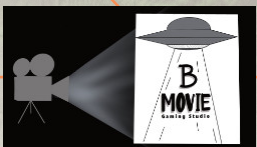


THE SURVIVALIST'S GUIDE TO SURVIVAL



TRAP SETTING SUPPLEMENT



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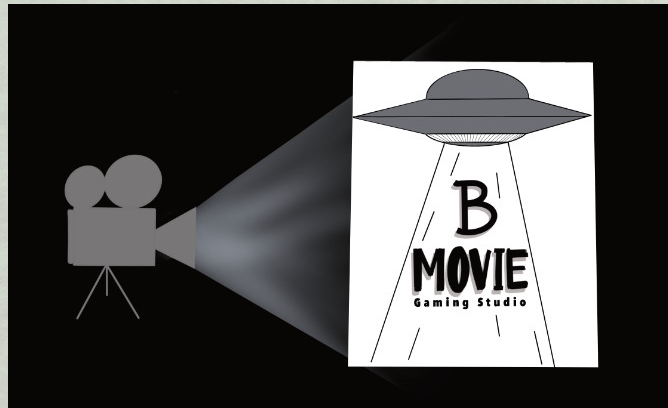
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INTRODUCTION

Welcome Hunter! By acquiring this guide, you have equipped yourself with all you need to set traps, waylay your foes, and confound your prey.

Yes, **The Survivalist's Guide to Survival** is your key to unlocking a world of cunning devices and sly tricks, empowering you to always have the upper hand!

This guide provides a detailed description of how to set four different types of traps, a catalog of new tools aimed at enhancing your trap-setting, a new Cunning

and skill-focused archetype, and new talents which will hone your survivalist skills like never before!

This guide also provides two Beasts of Legend that any hunter would be proud to mount in their study. Along with the beasts are suggestions for encounters a GM could use to test a player's survivalist skills and trapper abilities.

Adventure awaits!



SETTING TRAPS

A Survivalist is always one step ahead of their prey. A cunning hunter is not only skilled with a bow or rifle, but is patient and methodical, using their environment to their advantage. A cleverly hidden snare or properly set trap is sometimes more effective than a pinpoint accurate shot.

How To Set Traps

A character sets a trap by first deciding the type of trap they wish to set while describing it narratively: What materials are being used? Does it feature a snare or a net? Are there spikes of sharpened bamboo being launched? Will there be any poison to apply? Next, the character setting the trap makes a **Survival check** at the appropriate difficulty. After spending any Δ , $\otimes$, and/or the GM spending Δ or $\otimes$ from the appropriate table, the trap is set.

When an opposing character moves within short range of a trap, they must make a **Perception** or **Vigilance check** opposed by the trapsetting character's **Survival** to notice the trap. If the check is successful, they become aware of the trap, able to pass by and avoid it. Should they fail, they suffer the effects of the trap, and the trap becomes triggered and is considered expended.

Setting a trap usually doesn't require a lot of time or materials. The GM has final say on whether a specific type of trap can be set based on materials available (both what the character provides and what could reasonably be found in the surrounding area) and if the character has enough time to put it all together before their prey is upon them. (Arranging a rope in a slipknot and leaving it for their prey to step in could take mere seconds. Catching a venomous snake, extracting its venom, coating that venom on a sharpened dart and setting it up to be shot at passing prey could take a bit longer).

The difficulty of setting traps listed below assumes the character has some materials and/or tools (i.e. rope or a knife) and that the rest are found or gathered. If a character wants to set a net trap but has no rope and no knife to cut the vines they'll be using to fashion a net, the GM could decide to increase the difficulty of the

These rules provide characters with the means to make, set, and use traps in your game. While it is assumed these will be used in a wilderness setting, much of what is stated here could be easily adapted to any setting.

WHAT IS A TRAP?

The term trap refers to the making and setting of a rigging or apparatus that produces a negative effect upon the character's target. In keeping with the game's narrative focus, the precise placement of the trap is unimportant. Instead, emphasis should rely on the result of the **Survival check** of the character setting the trap opposed by the triggering character's **Perception** or **Vigilance** to determine the outcome.

Additionally, the specific names of the traps presented in this guide (such as a Net or Poison Dart trap) are just examples of what the shape of a particular effect can take. Players and GMs are encouraged to reskin the flavor of each type of trap to fit their own narration with the mechanical effect matching their own description. Alternative types have been included with some traps.

While this guide generally refers to the use of traps in a wilderness setting, a trap can be placed anywhere, in any setting within reason. From urban back alleys, to the hallways of a starship, crates and pipes can be used in place of logs and sharpened sticks. As long as the environment allows for cobbling together a trap, the GM may allow it. But, if the situation seems dubious, the GM may increase the difficulty of setting the trap.

check once. Similarly, if a character wants to set a Poison Dart trap and already possesses a poison they wish to use, the check should be reduced in difficulty by one. (There would no longer be a need to catch a venomous snake and extract its venom.)

SETTING TRAPS IN COMBAT

A character may wish to set a trap during combat. This would require an action, and again the GM's approval that such a trap would be plausible in the given situation. If the active character is engaged in hand-to-hand combat with an opponent, it would hardly be reasonable that they would be able to set a trap without them realizing it. Typically, if an opposing character is not engaged with the active character wishing to set a trap and is currently making an action against another character, it is fair to assume the active character would be able to set a trap without being noticed.

A trap could be set anywhere in the encounter, up to short range from an opposing character. (If there is adequate cover or other narrative reasoning that would allow a character to become engaged with the target to set a trap unnoticed, the GM may allow it.) When the opposing character moves within short range of the trap, they would make their opposed **Perception** or **Vigilance** check as an incidental (or an out of turn inci-

dental if necessary) versus the **Survival** of the character that set the trap. If they fail, they fall into the trap, triggering it. If they succeed, they do not trigger the trap and they become aware of it. If the opposing character was in the process of making a Move maneuver and avoided the trap, they may continue their maneuver.

SHOVE 'EM INTO A TRAP!

During a Combat Encounter (or any encounter deemed appropriate by the GM), the active character may spend **AAA** to cause an opposing character to fall or stumble into a trap within short range. The active character must be aware of the trap in order to cause their target to trigger it. **⊗** may be spent to cause the same effect, but may include triggering traps previously unknown to the active character. Similarly, **⊕⊕⊕** or **⊗** could be spent to trigger a trap short range from the active character, causing them to fall into it.

TYPES OF TRAPS

TRAP NAME	MATERIALS NEEDED	SURVIVAL CHECK DIFFICULTY	EFFECT
Alarm	Rope/string, small noise making items	Easy (◆)	Alerts Trapsetter
Snare/Net	Rope/String/Cord	Average (◆◆)	Causes Immobilized condition
Spike/Log	Sticks/bones/sharpened rocks, logs	Average (◆◆)	Deals Damage
Poison Dart	Needle/Thorn, poisonous plant/animal	Hard (◆◆◆)	Causes Strain



ALARM TRAPS

Alarms are simple contraptions of noise-making elements, usually tied on a string or thin line. By making and arranging these around a camp or base, a Survivalist can become alerted if someone or something enters their proximity.

Making an Alarm requires an **Easy (◆) Survival check**. Succeeding results in an Alarm trap being set around a

desired area of medium range. When the trap is triggered, the character who set it is made aware through an audible signal.

An example of an Alarm is a string pulled tight, set close off the ground so that a passerby would step on, pull, or bump it. In doing so, the string rattles a noise-making item tied to it, which makes their presence known.

TABLE 1-1: SPENDING ▲, ⚙️, 🔔, AND ⚡ ON MAKING ALARM TRAPS

COST	RESULT OPTION
▲ or ⚙️	Well Hidden: add a ■ to checks made to detect this trap. Elaborate: The Alarm trap is built in a way so as to not alert the character that they triggered it. Alerting: All allies within medium range of the trap gain ■ to any subsequent Initiative check made immediately following the triggering of the trap. (This can only be selected once)
▲▲ or ⚙️	Stealthy Trap: When making an opposed Perception or Vigilance check to spot the trap, it is opposed by the character's Stealth instead of Survival. Extended Boundaries: The range at which the alarm would signal (as well as any bonuses selected that apply to a character at medium range) is extended from medium to long range. Surprising: The first character to make a check against a character that triggered this trap receives ■■ on that check. (This can only be selected once)
▲▲▲ or ⚙️	Ensnaring: When a character triggers the trap, they become Immobilized for a number of rounds equal to the amount of times Ensnaring was purchased. A character Immobilized in this way can perform an action to attempt a Hard (◆◆◆) Athletics check on their turn to break free from this effect. Waiting for the Alarm to Sound: If the character that set the trap is within medium range, they gain an automatic ★▲ on an Initiative check made immediately following the triggering of the trap.
⚙️	Forewarned: If the character that set this trap is within medium range when it is triggered, they may immediately preform a free maneuver as an out-of-turn incidental. If initiative would be rolled, they may take their maneuver first.
🔔 or ⚡	Easily Spotted: The character making the opposed Perception or Vigilance check to spot the trap gains a ■. Exhausting Effort: Upon completing the trap, the character setting the trap suffers 2 strain.
🔔🔔 or ⚡	Alerted: The character who triggered the trap gains ■ on their next check. (Including Initiative.)
🔔🔔🔔 or ⚡	Poorly Placed: The trap is placed at short range rather than medium.
⚡	Faulty: The character that triggered the trap immediately performs a free Maneuver before the trap alerts the character who set it.

DISARMING TRAPS

A character may wish to disarm an active trap of which they are aware. To attempt to do so would require an **Average (◆◆) Survival or Mechanics check**. If successful, the trap becomes disarmed, unable to be triggered. Failure results in the trap remaining active, and 🚫🚫 from a failed check causes the trap to trigger with the disarming character suffering its effects. ⚡ causes the disarming character to trigger the trap, suffering its effects, even if the disarming check would have otherwise been successful.

SNARE/NET TRAP

Snares and Nets are simple traps. They are set with rope, twine, cord, or something similar along with a counterweight which when triggered, tightens a snare around, drops a net over, or does a combination of the two, ensnaring the intended target or prey.

Making a Snare trap or a Net trap requires an **Average** (◆◆) **Survival** check. A Successful check results in a

trap which causes the character who is caught in it to become Immobilized for a number of rounds equal to the number of uncanceled ✨. A character Immobilized in this way may perform a **Hard** (◆◆◆) **Athletics** check on their turn to break free from this effect. If a character Immobilized this way is silhouette 2 or larger, they reduce the difficulty of the **Athletics** check by 1 or each silhouette above 1, to a minimum of **Simple** (-)

TABLE 1-2: SPENDING △, ⚙, ⚡, AND ✨ ON MAKING SNARE AND NET TRAPS

COST	RESULT OPTION
△ or ⚙	Well Hidden: add a ■ to checks made to detect this trap. Alerting: This trap also becomes an Alarm trap. When triggered, this trap also produces the same effect as a basic Alarm trap. You may also spend △ and ⚙ from any options from Table 1-1. Tight Bindings: Add ■ to any Athletics check made to break free from this trap for each time Tight Bindings was purchased.
△△ or ⚙	Knockdown: The character who is caught in this trap becomes Prone. Surprising: The first character to make a check against a character caught in this trap gains □□. (This can only be selected once.) Stealthy Trap: When making an opposed Perception or Vigilance check to spot the trap, that check is opposed by the character's Stealth instead of Survival. Disorienting: The character caught in this trap becomes Disoriented a number of rounds equal to the amount of times Disorienting was purchased.
△△△ or ⚙	Jolting: The character caught in this trap drops an item or weapon they are holding. If the character is not holding anything, they drop a carried item or weapon of the GM's choosing. If the character caught in this trap has the Quick Draw talent, they are unable to use it. Constricting: The character caught in this trap upgrades the difficulty of any Athletics check made to break free. Trapped!: A character caught in this trap adds an automatic ✖△ to their initiative checks made while in this trap.
⚙	Staggering: A character caught in this trap becomes Staggered for a number of rounds equal to the amount of times Staggering was purchased.
⚡ or ✨	Easily Spotted: The character making the opposed Perception or Vigilance check to spot the trap gains a □. Escapable: Add □ to any Athletics check made to break free from this trap for each time Escapable was purchased. Exhausting Effort: Upon completing the trap, the character setting the trap suffers 2 strain.
⚡⚡ or ✨	Loose Bindings: Reduce the number of rounds the character caught in this trap is Immobilized by 1 for each time Loose Bindings is purchased, to a minimum of 1.
⚡⚡⚡ or ✨	Not the Right Knot: When the character caught in this trap makes an Athletics check to break free, reduce the difficulty by 1 for each time Not the Right Knot was purchased.
✨	Unbound: When a character triggers this trap, they can immediately made an Athletics check to attempt to escape.

PITFALL TRAPS

While simple, the classic Pitfall Trap should not be forgotten. A mere hole in the ground with some leaves and sticks covering the mouth can still be quite an effective trap. If the character wishes and the GM approves, a Pitfall Trap could be used narratively in place of a Snare/Net Trap (using the rules and table for crafting a Snare/Net Trap found on this page). In this case, instead of becoming Immobilized from the trap, the character that triggered it would fall into Impassable

Terrain (page 110 of the **GENESYS** Core Rule book). When caught in this trap, the trapped character can make a **Hard** (◆◆◆) **Athletics** or **Coordination** check to escape, which would represent climbing out of the pit instead of escaping bindings. (In this case, any references to "Immobilized" in Table 1-2 can apply to Impassable Terrain instead. Similarly, any references to **Athletics** checks also applies to **Coordination**. "Loose Bindings" cannot be selected for Pitfall Traps)

SPIKE TRAP

Spike Traps are traps set with the purpose of spearing or stabbing prey with sharp objects. Examples of Spike Traps include but are not limited to a series of sharpened bamboo or thick sticks set to spring forward, or a club fitted with pointed rocks or arrowheads dangling from a rope, set to swing into prey once the trap is sprung.

Making a Spike Trap requires an **Average (◆◆) Survival**

check. A Successful check results in a trap that causes the target to take damage equal to the Cunning of the character who set the trap plus any uncanceled ✨, as an added effect the trap has Pierce 1. If a character setting this trap has a poison or something similar already in their possession, they may apply it to the trap without increasing the difficulty. If poison is applied, the triggering character is wounded by this trap, they suffer the effect of the poison.

TABLE 1-2: SPENDING ▲, ⚙, ✨, AND ⚡ ON MAKING SPIKE TRAPS

COST	RESULT OPTION
▲ or ⚙	Well Hidden: Add a ■ to checks made to detect this trap. Widespread: Any other characters engaged with the character who triggers this trap also suffers the effect of the trap as if they triggered it. (This can only be selected once)
▲▲ or ⚙	Knockdown: The character caught in this trap becomes Prone. Sharpened: This trap gains Pierce 1 or increases its Pierce quality by 1. (This can only be selected once.) Stealthy Trap: When making an opposed Perception or Vigilance check to spot the trap, it is opposed by the character's Stealth instead of Survival . Disorienting: The character caught in this trap becomes Disoriented for a number of rounds equal to the amount of times Disorienting was chosen.
▲▲▲ or ⚙	High Velocity: Increase the damage this Trap deals by 1. Pinned Down: This trap causes the character who triggered it to become Immobilized for 1 round. This can be activated multiple times. A character Immobilized in this way can perform a Hard (◆◆◆) Athletics check on their turn to break free from this effect.
⚙	Deadly: If this trap causes the character who triggered it to take Wounds, deal that character a Critical Hit. Barrage: When a character triggers this trap, they take an additional hit for each time Barrage was purchased. (This only applies to damage dealt and not any other secondary effects)
✨ or ⚡	Easily Spotted: The character making the Opposed Perception or Vigilance check to spot the trap gains a □. Exhausting Effort: Upon completing the trap, the character setting the trap suffers 2 strain.
⚡ or ⚡	Dulled: This trap loses its Pierce quality.
⚡⚡ or ⚡	Low Velocity: Reduce the damage dealt by this trap by 1. This can be activated multiple times
⚡	Misfire: The character setting this trap takes damage as if they triggered it. (This can only be selected once) Saw it Coming: When a character triggers this trap, they may immediately make a Hard (◆◆◆) Vigilance, Athletics or Coordination check to reduce the damage they would take equal to the amount of uncanceled ✨. They may spend ▲▲▲ or ⚙ to completely avoid the trap, causing it to have no effect on them.

LOG TRAPS

Sometimes the most effective resource is the very forest itself. Fashioning fallen trees and branches into logs and rigging them to collide with one's prey may seem primitive, but it has proven to be an effective method, even against large groups of enemies as well as technologically-advanced forces. A couple of examples include rigging a collection of several logs in such a way that when triggered, they will roll over the hapless target,

trampling them; or taking a log, tying it up with vines so that when triggered it swings down to smash the unsuspecting victim, causing serious damage.

Should a character wish, a Log Trap may be used narratively in place of a Spike Trap (following the same rules as setting a Spike Trap, see also **Table 1-3**.) In this case, instead of having Pierce 1, the trap would cause any characters affected by it to fall Prone.

POISON DART TRAP

A Poison Dart Trap is a trap constructed to administer a dose of poison or toxin using a small projectile. A dose of poisonous material is extracted from the surrounding area, whether from an animal, plant, or other possible source. The poison is then applied to a dart and then rigged to fire a short distance at unsuspecting passersby.

To make a Poison Dart Trap, the character must make a **Hard (◆◆◆) Survival check**. A successful check results in a trap that causes the target to suffer strain equal to the Cunning of the character who set the trap

plus the amount of uncanceled ✨. A character which is struck by this trap immediately makes a **Hard (◆◆◆) Resilience check** to reduce the Strain by 1 per uncanceled ✨.

If the character setting the trap already has a poison or similar substance they wish to use, the check becomes an **Average (◆◆) Survival check** instead, as the character does not need to harvest any poison or toxin from the surrounding wilds. When this trap is triggered by a character, they take the effect of the applied poison.

TABLE 1-2: SPENDING ▲, ⚙, ⚡, AND ✨ ON MAKING POISON DART TRAPS

COST	RESULT OPTION
▲ or ⚙	Well Hidden: Add a ■ to checks made to detect this trap. Disorienting*: The character who succumbs to the poison of this trap becomes Disoriented a number of rounds equal to the amount of times Disorienting was purchased. Fast Acting*: The character making a Resilience check to resist the poison of this trap adds ■. (This can only be selected once.)
▲▲ or ⚙	Potent*: This trap deals +1 Strain for each time Potent was purchased. Good Injection: A character who makes a Resilience check to resist the poison from this trap adds ■ ■ to their check equal to the number of times Good Injection was purchased. Stealthy Trap: When making an opposed Perception or Vigilance check to spot the trap, it is opposed by the character's Stealth instead of Survival.
▲▲▲ or ⚙	Excellent Injection*: Increase the difficulty of the Resilience check made to resist this poison by one (to a maximum of Formidable ◆◆◆◆) Excellent Application: If the character setting this trap is using a previously possessed poison or similar substance, they retain a dose of it after completing this trap.
⚙	Staggering*: A character who succumbs to the poison from this trap becomes Staggered for a number of rounds equal to the amount of times Staggering was purchased. Extra Doses: A character who succumbs to the poison from this trap is dealt its effects an additional number of times equal to the number of times Extra Doses was purchased.
⚡ or ✨	Easily Spotted: The character making the Opposed Perception or Vigilance check to spot the trap gains a □. Poorly Applied: Add □ to the Resilience check made to resist this poison. Exhausting Effort: Upon completing the trap, the character setting the trap suffers 2 strain.
⚡⚡ or ✨	Weak Poison*: Reduce the Strain this trap deals by 1 for each time Weak Poison was purchased.
⚡⚡⚡ or ✨	Pricked: The character setting this trap is dealt its effects as if they had triggered it.
✨	Faulty Injection: The character who triggered this trap can immediately take an action and a maneuver before being affected by the poison.

*This option cannot be selected if the trap is using an applied poison or similar substance the character setting this trap already possessed.

BEEHIVE TRAPS

While most traps require the trapper to craft, work, or otherwise augment the natural resources used to fit a desired outcome, sometimes nature provides the perfect, unaltered materials for constructing traps. One

such valuable material asset is the beehive. Its naturally dangerous inhabitants are the perfect tool to be turned against your prey. However, the danger of relocating an active beehive should not be underestimated. When

successfully dropped on the one triggering the trap, the beehive can provide a unique advantage to a Survivalist.

If a character wishes, a Beehive Trap may be used in place of a Poison Dart Trap (still using **Table 1-3.**) The difficulty of the **Survival check** to set a Beehive trap becomes **Formidable** (◆◆◆). This trap deals strain equal to the Cunning of the character which set it, and the target suffers the strain again each round for a num-

ber of rounds equal to the amount of uncanceled ✨ as the bees swarm the victim, continuously stinging them. Strain is applied at the start of each of the target's turns.

A victim might be able to stop the swarming bees by performing an action to roll around and make an **Average** (◆◆) **Coordination check**. Jumping into a body of water stops the bees' attack immediately.

NEW SURVIVALIST TOOLS

The tools of a Survivalist are prized almost as much as their skill. Preparation is crucial, and that preparation often begins long before the first trap is set or trail is blazed. By outfitting oneself with the proper equipment, the shrewd Survivalist all but guarantees their success in whatever wilds they may find themselves.

TRAPPER'S KNIFE

A Trapper's Knife is a simple yet trusty blade used by hunters and survivalists. Over time the knife becomes more than just a tool, it becomes a necessary, trusted weight on the hip or in the hand. The need for such a blade when setting traps is critical, and the confidence that comes from having this trusty tool empowers a Survivalist to create particularly effective traps.

Using the Trapper's Knife adds an automatic **A** to **Survival checks** made to set traps.

STEELWIRE SPOOL

Steelwire is thin, durable, high tensile cord wrapped in a small spool. Hundreds of feet of steelwire can fit on a spool easily carried in a belt pouch or pack. Steelwire can replace the function of rope in many circumstances, such as when setting a snare or tripwire. While

being a fraction of the thickness, steelwire retains the same strength and utility of an average rope.

When using steelwire in place of a rope, particularly when setting traps, add **■** to any **Perception** or **Vigilance checks** made to spot the steelwire or trap.

TABLE 2-2: GEAR

ITEM	ENCUMBRANCE	PRICE	RARITY
Steelwire Spool	0	50 per 100 feet	4

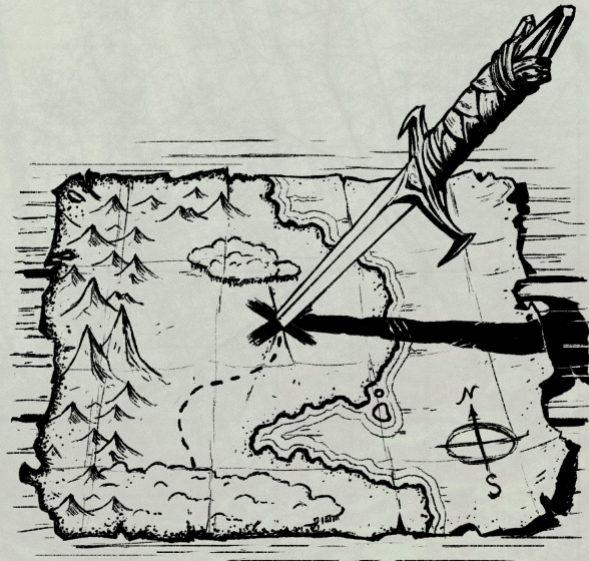


TABLE 2-1: WEAPON

NAME	SKILL	DAM	CRIT	RANGE	ENCUM	PRICE	RARITY	SPECIAL
Trapper's Knife	Melee	+1	3	Engaged	1	175	4	Pierce 1

NEW ARCHETYPE - SURVIVALIST

This archetype represents a rough and tough character. They have spent most of their lives living off the land, fending for themselves, and surviving in any environment. Particularly cunning, they are well-suited to overcoming any challenges they find themselves in.

Survivalists generally have lived hard lives. They may have braved the wilds of a harsh wilderness, lived off the metropolitan streets as an urchin, or traveled the galaxy as a drifter. While one less clever may have fallen to such dangers, the Survivalist has had no choice but to develop the needed skills to overcome and, possibly even thrive in such circumstances.

The environment which forged the prowess of the Survivalist has also left its mark. The constant threat of danger causes them to become distrusting, even antisocial. And the physical scars that come from such a life would leave one at a disadvantage in social settings.

This archetype focuses on the use of skills, particularly with its high Cunning. With its Skillful ability and choice of starting skills, the Survivalist can become a true jack-of-all-trades. However, the clear deficiency in most social situations limits their potential as a good communicator. But with the Clever ability, a Survivalist leverages Cunning to give them the edge in any situation.

ARCHETYPE ABILITIES



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 95 XP
- **Starting Skills:** A Survivalist starts with one rank in Resilience or Vigilance during character creation. You still can't train these skills above rank 2 during character creation.
- **Skillful:** Choose two non-career skills. Your Survivalist character gains these skills as career skills, and starts play with one rank in one of these skill. The chosen skills cannot be Combat or Magic skills.

- **Rough Around the Edges:** The difficult and often solitary life led by a Survivalist leaves them distrusting and anti-social, not to mention possible scars and unkempt countenance that a harsh environment would produce. Because of these factors, a Survivalist gains a ■ to Charm, Deception, Leadership and Negotiation checks they make.
- **Clever:** Once per session, your character may spend a Story Point as an incidental. If they do so, during the next check they make during that turn, you count their ranks in the skill being used as equal to their Cunning.



NEW SURVIVAL TALENTS

TIER 1

SLY HUNTER

Tier: 1

Activation: Active (Incidental)

Ranked: No

When in the wilderness, your character may use **Survival** when rolling Initiative instead of **Vigilance** or **Cool**.

INGENIOUS SURVIVOR

Tier: 1

Activation: Passive

Ranked: No

When using **Survival** to set traps or when a trap is triggered, you may use Intellect instead of Cunning with the **Survival** skill.

QUICK TRAPS

Tier: 1

Activation: Active (Maneuver)

Ranked: No

Once per round on your character's turn, they may suffer 2 strain to make a **Survival** vs. **Athletics** check targeting one engaged opponent. If successful, the target is Immobilized until the end of its next turn. The character must explain how they quickly ensnare their target.

TIER 2

TRAPPER

Tier: 2

Activation: Active (Incidental)

Ranked: No

When your character is setting a trap, they are considered to have the "Right Tools For The Job" (page 93 of the **GENESYS** Core Rule book) as they use materials and makeshift tools from the surrounding area. The GM has final approval and should base their decision on the availability of the required materials. Additionally, checks made to set Traps takes half the normal time.

SLY HUNTER (IMPROVED)

Tier: 2

Activation: Active (Incidental)

Ranked: No

Your character must have purchased the Sly Hunter talent

to benefit from this talent. Once per encounter before making a combat check, you may spend one Story Point to use this talent to use your character's **Survival** skill instead of a combat skill. When your character uses this talent, you should explain how their mastery of survival lets them accomplish this attack.

TIER 3

ONE WITH NATURE (IMPROVED)

Tier: 3

Activation: Active (Incidental)

Ranked: No

Your character must have purchased the One with Nature talent to benefit from this talent. When making a **Survival** check in the wilderness to heal strain, you may recover 1 additional point of strain equal to your **Survival** skill.

TRAPPER (IMPROVED)

Tier: 3

Activation: Active (Incidental)

Ranked: No

Your character must have purchased the Trapper talent to benefit from this talent. Your character may add   to any **Survival** checks made to set traps.

TIER 4

SLY HUNTER (SUPREME)

Tier: 4

Activation: Active (Maneuver)

Ranked: No

Your character must have purchased the Sly Hunter talent to benefit from this talent. Once per session, you may introduce a trap into the encounter as if your character set it in advance. When taking this maneuver, the character selects the trap, makes the appropriate roll and spend a number of strain equal to the difficulty of the trap. Additionally, when you use your character's **Survival** skill to roll for initiative, you may take a single maneuver before combat begins.

UNIVERSAL TALENTS

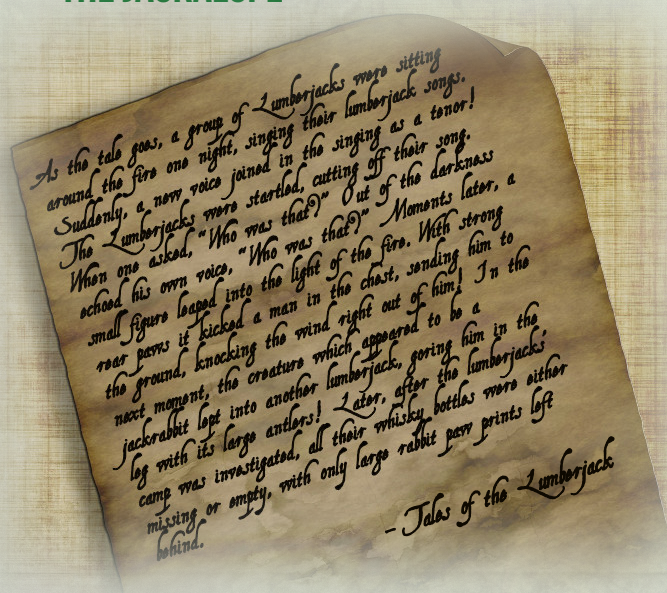
You should use these talents in all settings.

BEASTS OF LEGEND

Beasts abound throughout the world. Lions, tigers, and boars, just to name a few. But often there exists

a few beasts which are far less common, perhaps even unique or legendary.

THE JACKALOPE



The Jackalope, or *Lepus Antilocapra*, is a small mammal that is said to dwell in deserts and woodland areas. Resembling a common jackrabbit, though more like the size of an average dog, this Beast of Legend has antlers on its forehead, similar to that of an antelope.

Few have ever seen a Jackalope in person, but those who claim they have say it's incredibly fast and able to leap 3 meters in a single bound! Its sharp antlers are said to be capable of piercing a man through, and its large, powerful hind legs can even kick over a horse!

USING THE JACKALOPE

A Jackalope is very territorial. Anyone or anything that comes near to its burrow could find itself chased off by the large horned hare. Jackalopes are also very cu-

rious, often venturing towards new or strange sights and sounds.

They love whisky, and are capable of smelling an uncorked bottle from a fair distance away. Its curiosity and the scent of alcohol often leads the Jackalope to rummage through campsites, sometimes in the dead of night, rarely seen. At other times, the Jackalope approaches a group setting camp or singing songs around a fire. When someone speaks, the Jackalope mimics the speech, perplexing and confounding the individual that suddenly hears its voice echoed back at them.

If the Jackalope catches a whiff of whisky in the camp, or if the camp has been set up too closely to the Jackalope's territory, the unfortunate,



unsuspecting campers often find themselves under assault by the creature with powerful kicks knocking them to the ground and with strong antlers goring them.

ADVENTURE AND ENCOUNTER IDEAS

- An eccentric collector has hired the PCs to hunt down a Jackalope. They may want to mount the curious antlered head of the hare on their wall, or to capture the strange beast alive, adding it to their menagerie. The collector may even know that to entice a Jackalope, the PCs must use its beverage of choice: whisky.
- The PCs have set up camp or wandered too close to a Jackalope's territory. They become bewildered as they begin to hear their own voices echoing around them. The Jackalope attempts to fend off those intruding on its territory.
- Legends swirl around the antlers of a Jackalope. Some claim if you ground the antlers into powder, it could be used to cure any ailment. Others say the powder grants peculiar strength or power. Still others warn of the danger that comes from exposure to the powder.



BIGFOOT

Bigfoot, also known as Sasquatch, is a hairy, upright-walking ape-like creature which dwells in forests and mountains. Depictions and descriptions often portray them as being large, over 7 feet tall with muscular arms and, of course, big feet. Some even claim they possess an almost human level intelligence, capable of setting traps, arranging rudimentary comforts in the caves they dwell in, and even understanding human speech. Of course, this is all based on speculation and assumption, since to date no credible sightings of Bigfoot have been documented.

USING THE BIGFOOT

Due to its reclusive nature, Bigfoot (which can be referred to as either "a" Bigfoot, or "the" Bigfoot. It is not known whether or not Bigfoot is a unique creature) is

Skills: Athletics 4 (●●●●), Brawl 2 (●●), Cool 2 (●●), Coordination 2 (●●●●), Deception 1 (●●), Stealth 1 (●●●●) Vigilance 3 (●●●)

Talents:

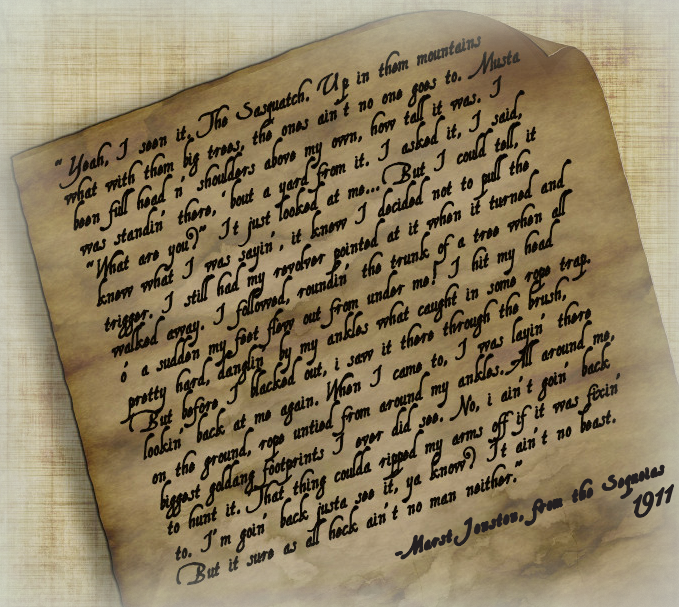
- **Adversary 1:** Upgrade all checks targeting this adversary once.
- **Swift:** The Jackalope does not spend extra maneuvers to move through difficult terrain.

Abilities:

- **Silhouette 0**
- **Mimic:** The Jackalope can imitate voices, startling the unaware. If its presence is undetected, as an action it can make a **Deception check** opposed by a character within short range. If it succeeds, the opposed character within short range becomes Disoriented for a number of rounds equal to the number of uncanceled ✨. The Jackalope may spend a ♠♠ from its **Deception check** to cause the affected character to upgrade the difficulty of their next check.
- **Bound:** Once per turn, while at short range the Jackalope may perform the move maneuver to engage a target as an incidental. If it does, it may use **Athletics** instead of **Brawl**, reducing their critical rating by 1, to a minimum of 1

Equipment:

- **Antlers:** Brawl; Damage 7; Critical 3; Range (Engaged); Pierce 2; Vicious 2
- **Jackrabbit Kick:** Brawl; Damage 5; Critical 4; Range (Engaged); Disorient 2; Knockdown (Knockdown only requires 1 ♠ to trigger)



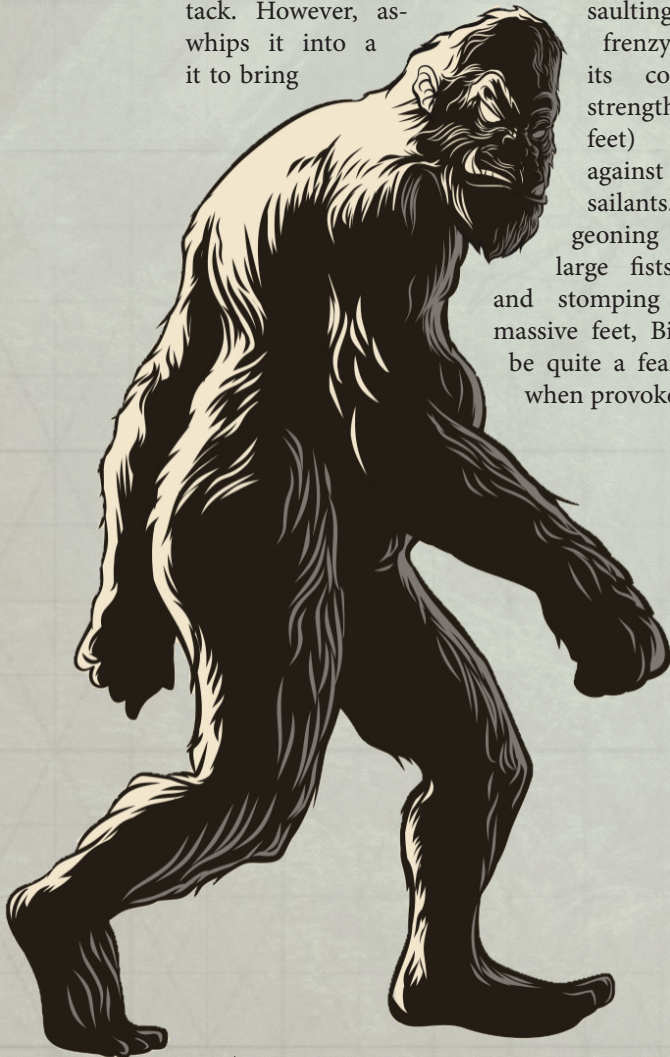
YETI

This profile for Bigfoot can also apply to the Yeti, a creature almost identical in all respects except that it's fur is white and it lives in snowy mountains. If the Yeti is being used, it should also possess this Ability:

- **Ice White Fur:** The Yeti adds ■■ to any Stealth checks made in icy or snowy surroundings.

extremely hard to find. It resides in caves, not venturing too far away from its dwelling. Of course, its telltale footprint makes its territory easily identifiable without question. Bigfoot is intelligent enough to be aware of this, and clever enough to do something about it. Using its opposable thumbs and "smarter than your average beast" cunning, Bigfoot sets traps around its territory to ward off or else hinder anyone or anything which may be looking for it.

Bigfoot is naturally non-confrontational. Fleeing and hiding are its preferred reaction to being threatened or encroached upon, and it never initiates an attack. However, as-
saulting Bigfoot
whips it into a
frenzy, causing
it to bring
its considerable
strength (and
feet) to bare
against its as-
sailants. Blud-
geoning with its
large fists, kicking
and stomping with its
massive feet, Bigfoot can
be quite a fearsome foe
when provoked.



ADVENTURE AND ENCOUNTER IDEAS

- A professor from a university or research facility is convinced the legendary "Bigfoot" has been identified. The PCs are tasked with tracking it down, capturing it alive and delivering it to the professor. The professor's intentions are not known, and could possibly be questionable.
- Rumors have spread of a mysterious and elusive creature living in the mountains. It is said that if its pelt could be collected, the pelt can be worn and used for incredible protection against harm.
- Whether set out for or happened upon, this clever and cunning creature is more than just a savage beast. Can it be convinced to become a companion?

4	1	3	4	3	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE	WOUND THRESHOLD		STRAIN THRESHOLD		M/R DEFENSE
6	20		16		1 1
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Skills: Athletics 2 (●●●●), Brawl 3 (●●●●), Survival 3 (●●●●), Resilience 2 (●●●●), Stealth 3 (●●●●), Vigilance 1 (●●●●)

Talents:

- **Adversary 1:** Upgrade all checks targeting this adversary once.
- **Swift:** Bigfoot does not spend extra maneuvers to move through difficult terrain.
- **Trapper:** When Bigfoot sets a trap, it is considered to have the "Right Tools For The Job" as it uses materials and makeshift tools from the surrounding area.
- **Silhouette 2**

Abilities:

- **Frenzied Flailing:** If Bigfoot has taken damage this encounter, it may spend spend ♠ from an engaged active character's check to cause them to fall prone.
- **Big Stomp:** When Bigfoot makes a successful **Brawl** check against a prone or immobilized target, it may spend ♠♠ to cause the target to become Staggered until the end of their next turn.

Equipment:

- **Fists:** Brawl; Damage 7; Critical 4; Range (Engaged); Disorient 1, Knockdown
- **Big Feet:** Brawl; Damage 5; Critical 2; Range (Engaged); Accurate 1

ART



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