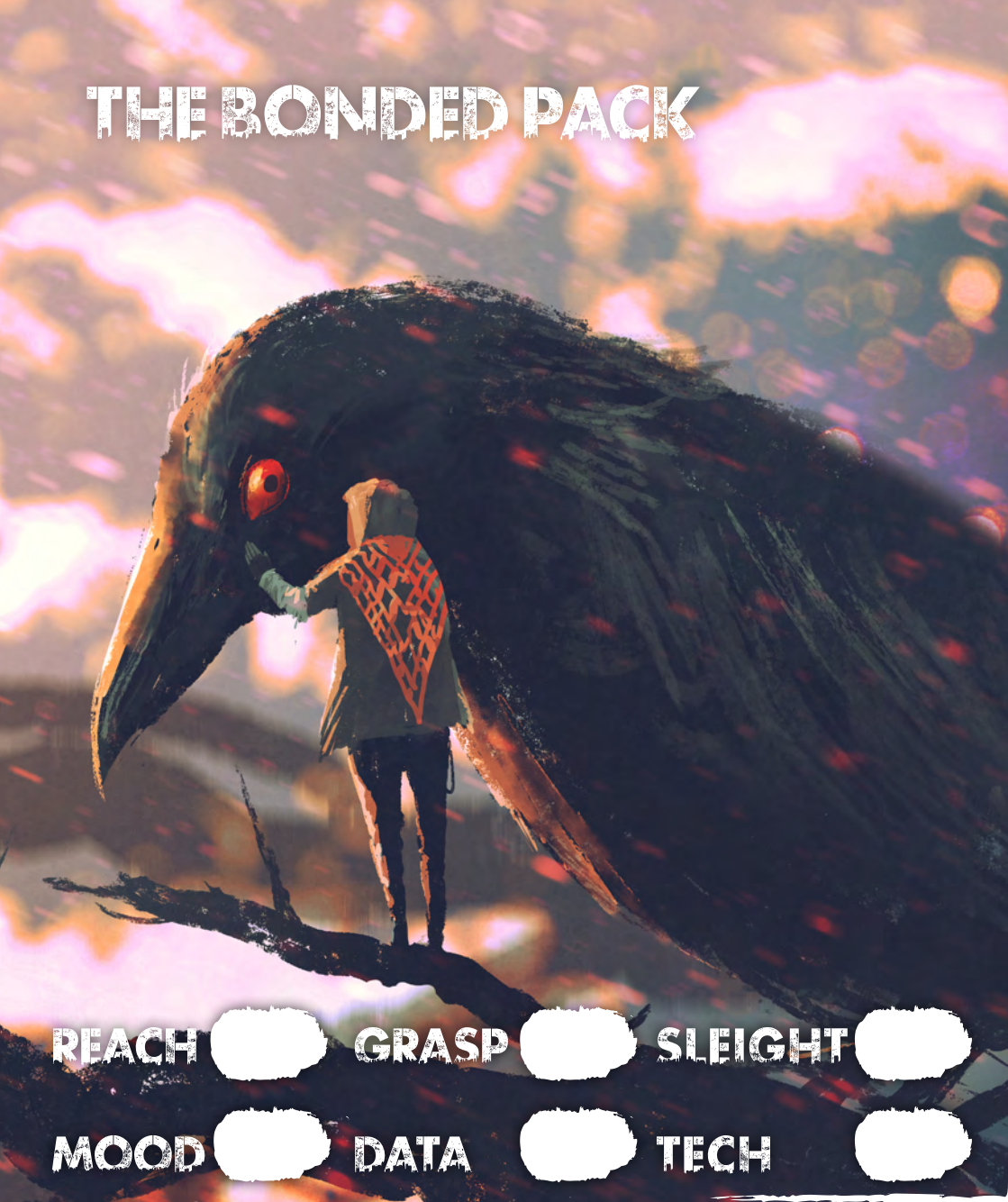


# THE BONDED PACK



REACH

GRASP

SLEIGHT

MOOD

DATA

TECH

Once upon a time there were men who rode the soul of beasts, who saw through their eyes and killed with their teeth. When the final nights fell, they lifted their faces to the skies and howled in sorrow and defiance. Now there is no division between beast and man - if you challenge one of them, you will face the Pack.

## NAME:

### STATS

Choose one:

**Reach** 0 **Grasp** +1 **Sleight** -1 if the Before's majestic beasts returned from near-extinction to sit atop the food chain.

**Reach** -1 **Grasp** +1 **Sleight** 0 if artificial creatures now dominate the Homeland's food chain.

**Reach** -1 **Grasp** 0 **Sleight** +1 if urban scavengers now thrive in the ruins.

### DOCTRINE

Choose one:

**Soul Riders:** Your family members can hijack animals, seeing through their eyes. Your **Subterfuge** actions can't be traced back to you, but on a 7-9 your familiar's instincts cause issues.

**One Clan:** You are never alone, but the bonds that bind your menagerie and your kin are respectful and distant. You **Hold Together** with advantage.

**Brothers to Beasts:** each family member is ritually bonded to a chosen familiar. You can trade character harm and familiar Quality loss, 1-for-1.

### LIFESTYLE

Choose one:

**Nomadic:** Your people can keep pace with their familiars. When moving through the wilds, no one can find or outrun you.

**Dispersed:** Your people's bonds stay strong across vast distances. They can always choose to see through each other's eyes.

**Settled:** Your familiars keep watch over your settlements and hunt intruders. Interlopers in your lands must pay a bloody price, usually a Need of the GM's choice.

### INHERITANCE

Your characters get +1 to Steel or Force. Quick characters pick one:

**Hunter:** you can always tell the last being to cross a location and where it went from here.

**Scout:** when you make camp, your companion finds you a perilous vantage point, a makeshift shelter or a unpleasant escape route, your choice.

**Scavenger:** add the a tag of your choice plus *unreliable* to your weapons and outfit.

### TRADITIONS

Chose one of each, or create something else:

**Populace:** high-tech descendants of a tribal culture; animistic remnants of a black ops unit; a shamanic cult.

**Style:** cybernetic implants and tribal tattoos; leathers, feathers and lots of guns; matted hair, exotic blades and scarification.

**Governance:** a council of elders; a feral pack structure; shared consciousness democracy.

### LANDMARKS

Draw a sign of one from each category on the map, or invent your own:

**Before:** The last great wilderness of the world; the inner city, reclaimed by nature; an isolated ecosystem, wholly artificial.

**The Fall:** The site where few stood against many and won; forlorn lands refugees had to retreat to; a battlefied pocked with unexploded munitions.

**A Threat:** A mutated beast, built to hunt humans; a large settlement, hungrily consuming natural resources; the last redoubt of a hostile army.

### HISTORY

*Justified or not, everyone fears your practices.* Take 1 Treaty on each other Family and Faction.

*Then, ask the other Families:*

*Which of you shares our ancestry?* Work out what is shared and how much you've managed to preserve. Take 2-Treaty on each other.

*Which of you tried to wage war on us, unprepared for our bloody retaliation?* Work out what caused bloodshed and how was peace achieved. Take 2-Treaty on them.

### RESOURCES

These are your **key resources** - you can have multiple instances of each. Take any three of them as Surpluses, and take one other as a Need:

*Hunters, Scavengers, Spies, Leadership, Scouts*

**Spy:** you can enter a trance and hijack other's perceptions, skipping over their surface thoughts. Spend a few hours doing this in a settlement to tell the group two things about a traitor you discovered. The GM chooses which part is true.

**Tamer:** you can wordlessly communicate with any animal, commanding their attention and cooperation.

REACH  
TREATY

GRASP SLEIGHT  
ALLIANCE MOVE: When you help another family bring down foes too dangerous to be faced alone, gain 1-Treaty on them.

FACTION

YOURS ON THEM THEIRS ON YOU

SURPLUSES

NEEDS

MOOD

DATA

TECH

## MOVES Take Stalk the Land and one other:

### ■ STALK THE LAND

Bonded with their familiars, your rangers roam the land unseen and unchallenged. **When you gain one of your Key Resources**, put a token on the map. **At any time you can reveal the marker to perform an action appropriate to their surplus:**

**Surplus: Hunters.** If there's a battle in their vicinity, you may give an involved Family or Faction *Need: Recruits*.

**Surplus: Spies.** If someone attempts diplomacy or espionage in their vicinity, you gain 1 Data.

**Surplus: Scouts.** If you *Uncover Secrets* in their vicinity, pick 2 details to add to the map. If you put them in an unexplored area, gain 1 Data.

**Surplus: Scavengers.** If a Family becomes *Flush with Resources* in their vicinity, you gain the erased Surplus.

Once a marker's revealed, they're vulnerable to attack - if they're wiped out, you lose the Surplus. You can move them with a few day's notice, or sooner by triggering *Hold Together*.

### THE MENAGERIE

With each beast that joins the pack, its hunters multiply in strength. Unlock these benefits according to your Key Surpluses:

**Surplus: Hunters.** Add "Your ambush is terrifying: gain 1-Treaty on one witness' Family or Faction" to the character list of *Fiercely Assault* options.

**Surplus: Spies.** Gain 1-Data on a *Familiar Face* hit.

**Surplus: Scouts.** Gain 1-Data when you roll 7+ on *Wasteland Survival*.

**Surplus: Scavengers.** Gain 1-Tech when you roll 7+ on *Wasteland Survival*.

Your character always has a well-trained and loyal bonded animal. In addition, pick 3:

#### HOW DO YOU FIGHT?

Hunting Rifles (Far, Ranged)  
Bows and Crossbows (Ranged, Silent)

#### HOW ARE YOU DEFENDED?

Tactical armour (Camo, Armoured)  
Familiar's senses (Mantle, Camo)

#### HOW DO YOU TRAVEL?

Your beasts have the Land and Mount tags. What else do they have?

Speed (add the Swift tag)  
Strength (add the Mighty tag)

#### WHAT FAMILIARS CAN YOU CALL ON?

Wolf (Quality 2, Track & Hunt)  
Falcon (Quality 2, Spot & Hunt)

### BLOOD HUNT

You have learnt to prowl and hunt with your familiars - to bring down the weakest prey first. **When you roll 7+ on Subterfuge**, you can spend 1-Data to tie one of your target's Surplus to a specific character within their organisation. If you can kill, incapacitate or recruit the character, they lose the Surplus.

### A MOUNTAIN TALLER

Your traditions would die with you should you fall. The world would lose its soul. The sun and moon would weep. The wilds would burn. So you stand.

**When you roll 7+ on a Hold Together to fend off attackers**, give your attacker a Need of your choice.

### rites of the moon

Your people painstakingly reproduce every aspect of the rites handed down by your ancestors. They are the past and the future of the Pack - the chain that binds every hunter to every familiar.

When does your Family perform bonding rituals?

By the full moon.  
After great loss of life.  
When a new leader is chosen.

Where do they need to be?

On the top of a bare hill.  
On a clearing, deep in the woods.  
Around a large bonfire.

Under these conditions, your people can strengthen their bonds with their familiars. Spend 1-Tech to gain *Surplus: Hunters, Scouts, Spies* or *Scavengers*.

Blades, fangs and talons (Melee, Elegant)

Leathers and furs (Thermo, Tough)

Other environments (add Air or Water)  
Intelligence (can follow complex commands.)

Large Dog (Quality 2, Keep Watch & Track)