

WILDERFEAST

NAME	PRONOUNS	SPECIALTY
PRIZE	THEY/THEM	FISHER

STYLES

MIGHTY	3
PRECISE	2
SWIFT	1
TRICKY	1

SKILLS

ASSURANCE	+	DISPLAY	+	1	SHOT	+	
CALL	+	GRAB	+		STRIKE	+	1
CRAFT	+	HOARD	+		STUDY	+	
CURE	+	SEARCH	+	1	TRAVERSAL	+	

TOOLS & TECHNIQUES

TOOL:	CLEAVER	DURABILITY	
RANGE:	1 (STRIKE)	CURRENT:	MAX:
			20

If Broken: Range: 1 (STRIKE). This PART deals half Damage.

CLEAN CUT. (Cost: 4 Actions) Make a **MIGHTY STRIKE** or **PRECISE STRIKE** against a creature within 1 Stride. If you succeed, deal [A] × 2 Part Damage. If you fail, you become **Exposed**.

CLEAN CUT is a combat Technique that takes more Actions than you get in a single turn. You'll need to Prepare ahead of time to make the most of it, but if you land your **STRIKE**, then you'll deal a massive amount of Part Damage in one blow.

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WASTE NOT. (Passive) After you finish The Feast, you gain 1 serving of this Ingredient: **The Best Bit**. Gain (+1) in any **STYLE**.

The Ingredient you gain from this Technique isn't relevant for The Feast itself. Instead, it comes in handy when cooking later meals. Make sure to describe what The Best Bit actually is!

TRAITS

GRIT. (Cost: 1 Success) Increase [A] by 1.

INSIGHT. (Cost: 1 Success) Establish a detail about the situation.

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THREATEN. (Cost: 1 **MIGHTY** Success) A creature of your choice becomes **Frightened**.

Frightened is a Condition that makes creatures less effective when they roll Tests. **Frightened** is also cumulative, so you can seriously debilitate a creature if you keep making it **Frightened** (raising the Condition to **Frightened 2**, **Frightened 3**, and so on).

ELECTRORECEPTIVE. (Passive) **Hidden** creatures don't gain Advantage if they Attack you.

All living creatures emit currents you can detect. When sight and hearing fail you, this extra sense prevents sneakier monsters from getting the jump on you.

STAMINA ♥

CURRENT:	MAX:
	20

CONDITIONS

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WILDERFEAST

NAME	PRONOUNS	SPECIALTY
PRIZE	THEY/THEM	FISHER

YOU ARE SCARY

BUT YOU STRUGGLE TO BE DECISIVE

MONSTROUS ACQUAINTANCE

Thief, a mischievous shakoi who snags treasures from boats and drops them at the bottom of the bay.

STAPLE	SPICE
SOURDOUGH	ARK EBONY PEPPER



3 COURSE BACKGROUND

UPBRINGING WHAT IS THE MEAL THAT DEFINES YOUR CHILDHOOD?
 Grilled fish on stale bread. You scrounged up all the leftovers you could from the dockside market, because your parents told you never to waste what the world freely gave you. (+1 **SEARCH**)

INITIATION WHAT IS THE MEAL THAT MADE YOU A WILDER?
 A bowl of porridge, containing carefully measured cubes of shark-like meat. You became a sport wilder, assisting Charter officers in their hunts like a scenthound. With them, you never went hungry, but they treated you little better than the dogs. (+1 **STRIKE**)

AMBITION WHAT IS THE MEAL YOU WANT TO EAT MOST?
 The best cut of a difficult catch. You'd never ask for it yourself. But one day, you hope someone will offer it as a reward for work done especially well. (+1 **DISPLAY**)

CONNECTION A packmate found you after the Charter abandoned you for dead. You owe them your life and undying loyalty.

WILDERFEAST

NAME	PRONOUNS	SPECIALTY
BUG	HE/HIM	STOCKKEEPER

STYLES

MIGHTY	2
PRECISE	1
SWIFT	3
TRICKY	1

SKILLS

ASSURANCE	⊕ 1	DISPLAY	⊕	SHOT	⊕
CALL	⊕	GRAB	⊕ 1	STRIKE	⊕ 1
CRAFT	⊕	HOARD	⊕	STUDY	⊕
CURE	⊕	SEARCH	⊕	TRAVERSAL	⊕

TOOLS & TECHNIQUES

TOOL: MITTS	DURABILITY
RANGE: 1 (STRIKE)	CURRENT: MAX:
	20

If Broken: Range: 1 (STRIKE). This PART deals half Damage.

CLOSE AND PERSONAL. (Passive) You gain Advantage on STRIKES against creatures within 0 Strides of you.

You only need to be within 1 Stride to Attack, but you gain a bonus if you get even closer. This also makes it harder for you to escape if you're hurting, though, so be careful!

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STRONG GRIP, WIDE HANDS. (Cost: 2 Stamina) Until the start of your next turn, you gain 1 level in one of the following Traits: CLIMBING, DIGGING, or SWIMMING.

This Technique helps you traverse unfamiliar Terrain. Your Stamina drains fast if you use this turn after turn, and remember you can't spend Stamina after you're Wounded 2.

TRAITS

GRIT. (Cost: 1 Success) Increase [A] by 1.

INSIGHT. (Cost: 1 Success) Establish a detail about the situation.

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NEST BUILDER. (Passive) When the pack Camps, you and your packmates may keep all levels of one Condition of your choice instead of ending them.

Normally, you reset all your Conditions except Discordant and Wounded when you Camp. With this Trait, you can retain one beneficial Condition from Camp to Camp.

INDEFATIGABLE. (Cost: 1 MIGHTY Success) End <H> Fatigued and restore <H> Stamina.

You can use this Trait after any MIGHTY Test, whenever you have a Success to spare. These boosts to your Stamina add up over time, keeping you in the action so you can cover for your tired packmates.

STAMINA ♥

CURRENT:	MAX:
	20

CONDITIONS

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WILDERFEAST



NAME	PRONOUNS	SPECIALTY
BUG	HE/HIM	STOCKKEEPER

YOU ARE UPBEAT

BUT YOU STRUGGLE TO BE FOCUSED

MONSTROUS ACQUAINTANCE

Ugly Baby, an optimistic botazar who survived to adulthood despite being the runt of her clutch.



STAPLE	SPICE
PIQUANTATOES	WORM POPPY

3 COURSE BACKGROUND



UPBRINGING WHAT IS THE MEAL THAT DEFINES YOUR CHILDHOOD?
 A glass of raw wari eggs, fish oil, and herbs. Somehow you convinced yourself that the more disgusting it was, the tougher it'd make you. Since you were a child, you wanted to be as strong as the wilders from the old legends. (+1 **STRIKE**)

INITIATION WHAT IS THE MEAL THAT MADE YOU A WILDER?
 A cicada-like monster, steamed in the shell. You snatched a portion from an elder wilder, eager to prove yourself and join the fight against the frenzy. You didn't realize it'd make you enter hibernation for several years. (+1 **GRAB**)

AMBITION WHAT IS THE MEAL YOU WANT TO EAT MOST?
 The finest white coffee money can buy, in the biggest cup you can get. You're still drowsy from your long slumber, but now you're ready to seize control of your future. Your hope is infectious. (+1 **ASSURANCE**)

CONNECTION A packmate promised to give you the training you never received. But you're starting to suspect they don't know much more about being a wilder than you do...



WILDERFEAST

NAME	PRONOUNS	SPECIALTY
NHAT ZIN	SHE/HER	BAKER

STYLES

MIGHTY	3
PRECISE	1
SWIFT	1
TRICKY	2

SKILLS

ASSURANCE	⊕ 1	DISPLAY	⊕	SHOT	⊕
CALL	⊕	GRAB	⊕	STRIKE	⊕
CRAFT	⊕	HOARD	⊕ 1	STUDY	⊕
CURE	⊕	SEARCH	⊕ 1	TRAVERSAL	⊕

TOOLS & TECHNIQUES

TOOL: PAN	DURABILITY
RANGE: 1 (STRIKE)	CURRENT: MAX:
	50

If Broken: Range: 1 (STRIKE). This PART deals half Damage.

STEEL SHIELD. (Passive) Your Pan's maximum Durability increases by 30.

Like **NATURAL ARMOR**, this Technique makes you tougher. You can sustain far more Part Damage than your packmates before your TOOL breaks, making you an ideal target for **PRECISE** and **TRICKY** Attacks.

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CENTERING STANCE. (Passive) When you restore Stamina, you may also end a level of any **Condition** except **Wounded** or **Discordant**.

Keep plenty of Snacks in your pantry, as you have no other way of recovering Stamina. In the long run, look for frenzied monsters who have **TRAITS** which recover Stamina.

TRAITS

GRIT. (Cost: 1 Success) Increase [A] by 1.

INSIGHT. (Cost: 1 Success) Establish a detail about the situation.

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NATURAL ARMOR. (Passive) You halve the Damage you take from **MIGHTY STRIKES** and **MIGHTY SHOTS**.

MIGHTY Attacks normally deal [A] x 2 Damage, which this **TRAIT** reduces to just [A]. If you want to be even tougher, then **Brace**, reducing the Damage you take from all Attacks (including **MIGHTY** ones) to [A] / 2.

POLLINATOR. (Cost: 1 Success on a **SEARCH**) Harmony increases by 1.

If you get extra Successes while making a Test to Forage, you can spend them to give back to the environment around you. This in turn gives your whole pack more opportunities to help each other and go wild.

STAMINA ♥

CURRENT:	MAX:
	20

CONDITIONS

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WILDERFEAST

NAME	PRONOUNS	SPECIALTY
NHAT ZIN	SHE/HER	BAKER

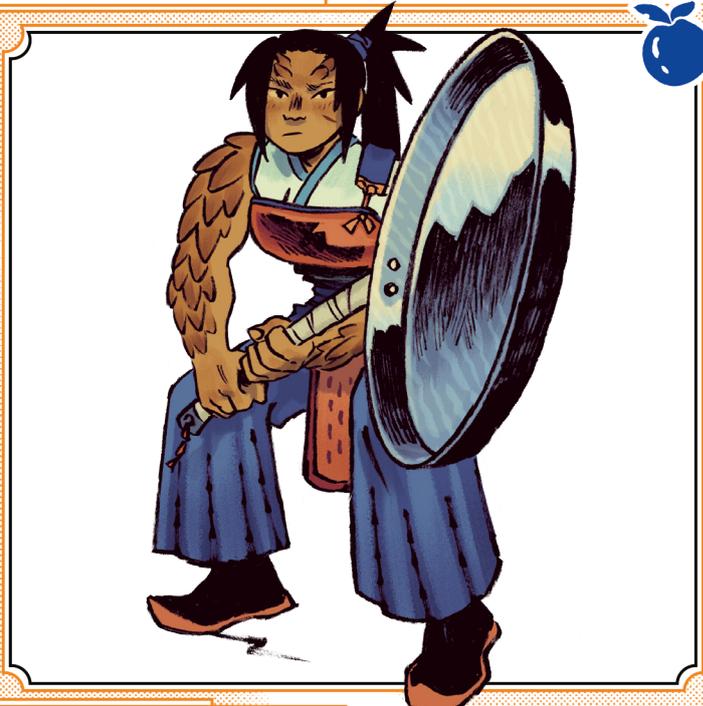
YOU ARE RESOLUTE

BUT YOU STRUGGLE TO BE POPULAR

MONSTROUS ACQUAINTANCE

Sweetloaf, a gentle mammudo who ambles around the forest you call home, sipping nectar from flowers.

STAPLE	SPICE
HANGING RICE	SMOKEFLOWER HONEY



3 COURSE BACKGROUND

UPBRINGING WHAT IS THE MEAL THAT DEFINES YOUR CHILDHOOD?
 Rock candies, made with honey from your family's hives. Early on, you learned to always have a snack in your pocket, because sharing them was the only way you knew to make friends. (+1 **HOARD**)

INITIATION WHAT IS THE MEAL THAT MADE YOU A WILDER?
 Braised mammudo meat, which you could barely make yourself eat. The frenzied mammudo left behind an orphan you named Sweetloaf, who you did your best to comfort before releasing back into the wild. (+1 **ASSURANCE**)

AMBITION WHAT IS THE MEAL YOU WANT TO EAT MOST?
 A picnic on a hill, overlooking a sanctuary for monsters. Somewhere out there, you're sure there's a place where you can keep the monsters you love safe. (+1 **SEARCH**)

CONNECTION A packmate helped you look after Sweetloaf while she was still growing up, and for that you're forever grateful.

WILDERFEAST

NAME	PRONOUNS	SPECIALTY
TELUN	HE/HIM	BUTCHER

STYLES

MIGHTY	1
PRECISE	2
SWIFT	3
TRICKY	1

SKILLS

ASSURANCE ⊕	DISPLAY ⊕	SHOT ⊕
CALL ⊕	GRAB ⊕	STRIKE ⊕ 1
CRAFT ⊕	HOARD ⊕	STUDY ⊕ 1
CURE ⊕	SEARCH ⊕	TRAVERSAL ⊕ 1

TOOLS & TECHNIQUES

TOOL: SPIT	DURABILITY
RANGE: 1 (STRIKE), 2 (SHOT).	CURRENT: MAX:
	20

If you make a **SHOT** with this **TOOL** and succeed, you may pull yourself 1 Stride closer to your target.
If Broken: Range: 1 (STRIKE). This **PART** deals half Damage.

FLURRY OF MOTION. (Cost: 5 Stamina) You gain an extra Action if you're on The Hunt.
For a high Stamina cost, you can squeeze another Action into your turn during combat. Use this Technique to push yourself when it counts.

NEEDLE AND THREAD. (Passive) Your Spit gains: "Range: 2 (SHOT). If you make a **SHOT** with this **TOOL** and succeed, you may pull yourself 1 Stride closer to your target."
*Though you're not as skilled with **SHOTS** as with **STRIKES**, you can use this Technique to efficiently close the gap between you and the Monster.*

TRAITS

GRIT. (Cost: 1 Success) Increase [A] by 1.

INSIGHT. (Cost: 1 Success) Establish a detail about the situation.

HASTE. (Cost: 1 SWIFT Success) You can Move without spending an Action.
*This Trait is an excellent way to position yourself. As a bonus challenge, think of creative ways you could go wild with **HASTE**. Perhaps your birdlike twitchiness not only lets you move fast, but also gives you an intimidating manner or an immunity to vertigo.*

PURSUIT PREDATOR. (Passive) If you Move toward a creature, you gain Advantage when you Attack it until the end of your turn.
This Trait rewards you for chasing monsters down. During combat, consider backing up at the end of your turn so you can charge in again during your next one. Pay attention to the monster's behavior so you can predict how far you need to go.

STAMINA ♥

CURRENT:	MAX:
	20

CONDITIONS

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WILDERFEAST

NAME	PRONOUNS	SPECIALTY
TELUN	HE/HIM	BUTCHER

YOU ARE HONORABLE

BUT YOU STRUGGLE TO BE POLITE

MONSTROUS ACQUAINTANCE

Onion, an affectionate lapu-lapu who now lives in the ruins of your old temple.

STAPLE	SPICE
SESAME FLATBREAD	FENNEL SEEDS



3 COURSE BACKGROUND

UPBRINGING	<p>WHAT IS THE MEAL THAT DEFINES YOUR CHILDHOOD?</p> <p>A slice of mountain peach, juicy and sweet. The monks always gave you one as a reward when you were especially diligent with your training. (+1 STRIKE)</p>
INITIATION	<p>WHAT IS THE MEAL THAT MADE YOU A WILDER?</p> <p>Drumstick meat, roasted until the skin was golden and glassy. You traveled for weeks to track down the monster that destroyed the monastery, up sheer cliffs and over frigid peaks. (+1 TRAVERSAL)</p>
AMBITION	<p>WHAT IS THE MEAL YOU WANT TO EAT MOST?</p> <p>Fried dough twists, in a crowded market. One day, when your duty is satisfied, you'd like to sit, rest, and just watch the people go by. (+1 STUDY)</p>
CONNECTION	<p>You and a packmate met when the monsters you were hunting crossed paths. The two of you teamed up, each helping the other take down their prey.</p>

WILDERFEAST

NAME	PRONOUNS	SPECIALTY
LIAN	SHE/HER	SAUCIER

STYLES

MIGHTY	1
PRECISE	3
SWIFT	1
TRICKY	2

SKILLS

ASSURANCE	+	DISPLAY	+	SHOT	+ 1
CALL	+	GRAB	+	STRIKE	+
CRAFT	+	HOARD	+	STUDY	+
CURE	+ 1	SEARCH	+ 1	TRAVERSAL	+

TOOLS & TECHNIQUES

TOOL: TORCH	DURABILITY
RANGE: 1 (STRIKE), 3 (SHOT).	CURRENT: MAX:
	20

If Broken: Range: 1 (STRIKE). This PART deals half Damage.

LINE OF FIRE. (Passive) Your Torch gains: "Range: 3 (SHOT)."
You are the pregenerated character who can fight from the farthest range. Keep your distance, and support your pack from behind.

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PREHEAT. (Cost: 3 Stamina) Choose a packmate within 0 Strides. Until the end of the round, if the chosen packmate deals PART Damage, that PART also becomes **Burned**.

*This Technique's short range means you must either compromise your own safety to use it, or have your packmates come to you. The results are worth it if you can pull it off, as **Burned** is a severely debilitating Condition.*

TRAITS

GRIT. (Cost: 1 Success) Increase [A] by 1.

INSIGHT. (Cost: 1 Success) Establish a detail about the situation.

.....

REGENERATION. (Cost: 1 Success) Restore 1 Durability to any of your PARTS.

If your Torch reaches 0 Durability, it breaks and you lose the ability to fight from range. Use this TRAIT to restore your Torch's Durability back above 0 if that happens, repairing it and restoring your ability to fire from afar.

GENERALIST DIET. (Passive) When you eat a meal with an additional effect, you may ignore the effect and instead restore Stamina as if you cooked the meal with Seasoning. (If the meal was already cooked with Seasoning, don't double the Stamina restored again.)

*Some Ingredients come with negative effects, like becoming **Fatigued**. Eating them still restores Stamina, so with this TRAIT, you can make the most of Ingredients with unpleasant side effects.*

STAMINA ♥

CURRENT:	MAX:
	20

CONDITIONS

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WILDERFEAST

NAME

LIAN

PRONOUNS

SHE/HER

SPECIALTY

SAUCIER

YOU ARE

STUDIOUS

BUT YOU STRUGGLE TO BE

THOROUGH

MONSTROUS ACQUAINTANCE

Sproutling, a stubborn rootcrab who followed you home after a research expedition.



STAPLE

STEAMED BREAD

SPICE

JAO PEPPER

3 COURSE BACKGROUND

UPBRINGING

WHAT IS THE MEAL THAT DEFINES YOUR CHILDHOOD?

Summer's last handful of ju berries, foraged as you played in the brush. You learned from the birds where to find the season's last bursts of sweetness. (+1 **SEARCH**)

INITIATION

WHAT IS THE MEAL THAT MADE YOU A WILDER?

Cold rootcrab, cleansed of poison and marinated in soy sauce and spices. The monster had taken ill from pollution before it became frenzied, and you swore to study the link between the two sicknesses. (+1 **CURE**)

AMBITION

WHAT IS THE MEAL YOU WANT TO EAT MOST?

A stamped bean bun, shared with your family as you teach them the secrets of arksteel. You've studied the mechanisms of your arksteel torch for years, and you're so close to unraveling its final mysteries. (+1 **SHOT**)

CONNECTION

You cooked many times for a packmate when they were young. They're convinced your food is the best they've ever tasted, when really it was just the quickest and easiest recipe you knew how to make.

WILDERFEAST

NAME	PRONOUNS	SPECIALTY
KNOT	HE/HIM	ROUNDSMAN

STYLES

MIGHTY	1
PRECISE	1
SWIFT	2
TRICKY	3

SKILLS

ASSURANCE ⊕	DISPLAY ⊕	SHOT ⊕
CALL ⊕	GRAB ⊕ 1	STRIKE ⊕
CRAFT ⊕ 1	HOARD ⊕	STUDY ⊕
CURE ⊕	SEARCH ⊕	TRAVERSAL ⊕ 1

TOOLS & TECHNIQUES

TOOL: TWINE	DURABILITY
RANGE: 1 (STRIKE).	CURRENT: MAX:
	20

If Broken: Range: 1 (STRIKE). This PART deals half Damage.

LASSO AND LEASH. (Cost: 3 Stamina) Either pull yourself 1 Stride closer to a creature or pull a packmate 1 Stride closer to you.

You can yank yourself and your packmates into position. This Technique costs Stamina, not Actions, so you can use it as many times as you like on your turn so long as you have the Stamina to spend.

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FIELD REPAIRS. (Cost: 2 Actions) Choose a packmate within 0 Strides and make a SWIFT CRAFT. If you succeed, restore [A] Durability to the chosen packmate's TOOL.

You have the unique ability to repair Tools mid-combat, which can effectively double a packmate's Damage if timed right. You can't repair your own TOOL with this Technique.

TRAITS

GRIT. (Cost: 1 Success) Increase [A] by 1.

INSIGHT. (Cost: 1 Success) Establish a detail about the situation.

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CAMOUFLAGE. (Cost: 1 TRICKY Success) You become **Hidden**.

In combat, **Hidden** gives you Advantage on your next Attack, but you lose it after you roll. During travel and free play, **Hidden** is more case-by-case, but the general principle is the same: once you act, you reveal yourself.

SWALLOW WHOLE. (Cost: 1 Action) Eat any number of Ingredients to restore an equal amount of Stamina. You don't gain any bonus effects.

If you need food right away and you have no Snacks prepared, this Trait allows you convert raw Ingredients straight into Stamina. Try not to eat Rare Ingredients like this too often, as they're much less valuable uncooked.

STAMINA ♥

CURRENT:	MAX:
	20

CONDITIONS

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WILDERFEAST

NAME	PRONOUNS	SPECIALTY
KNOT	HE/HIM	ROUNDSMAN

YOU ARE FLEXIBLE

BUT YOU STRUGGLE TO BE GENTLE

MONSTROUS ACQUAINTANCE

Giantkiller, a wary tatangwa who trophy hunters have chased for years.



STAPLE	SPICE
MOSS-TACK	ROCK SALT

3 COURSE BACKGROUND

UPBRINGING	<p>WHAT IS THE MEAL THAT DEFINES YOUR CHILDHOOD?</p> <p>Rattling hotpot, which was your fellow stowaway's nickname for the stew you ate by sneaking onto the trains and stealing from their cargo. To you, the arksteel cars were the world's biggest pantry. (+1 GRAB)</p>
INITIATION	<p>WHAT IS THE MEAL THAT MADE YOU A WILDER?</p> <p>Monster steak, seared to perfection. You cooked and ate it right in the midst of your broken traps. Your prototypes had all failed horribly - except, that is, for the one that counted. (+1 CRAFT)</p>
AMBITION	<p>WHAT IS THE MEAL YOU WANT TO EAT MOST?</p> <p>A sumptuous victory feast, shared by followers from across the continent. You dream of glory that will last for eons, sung across the length and breadth of the One Land. (+1 TRAVERSAL)</p>
CONNECTION	<p>You confided in a packmate about your dreams of rebellion against the giants. Something about your goal resonated with them, but they don't seem impressed by your slogans or your homemade flag.</p>