

Zynvarvolnes (“Zyn,” she/her)

Zynvarvolnes || HP 0/6 || Armour 0/3 || Stress 0/6 || Hope 4

Wayfinder Ranger

Hold Them Off: Spend 3 Hope when you succeed on an attack with a weapon to use that same roll against two additional adversaries within range of the attack.

Ranger’s Focus: Spend a Hope and make an attack against a target. On a success, deal your attack’s normal damage and temporarily make the attack’s target your Focus. Until this feature ends or you make a different target your Focus, you gain the following benefits against your Focus:

- You know precisely what direction they are in.
- When you deal damage to them, they must mark a stress.
- When you fail an attack against them, you can end your Ranger’s Focus feature and reroll your duality dice.

Wayfinder subclass

Spellcast Trait: Agility

Foundation Features

Ruthless Predator: When you make a damage roll, you can **mark a Stress** to gain a +1 bonus to your Proficiency. Additionally, when you deal Severe damage to an adversary, they must mark a Stress.

Path Forward: When you’re traveling to a place you’ve previously visited or you carry an object that has been at the location before, you can identify the shortest, most direct path to your destination.

Infernus

Fearless: When you roll with Fear, you can **mark 2 Stress** to change it into a roll with Hope instead.

Dread Visage: You have advantage on rolls to intimidate hostile creatures.

Ridgeborne

Steady: You have advantage on rolls to traverse dangerous cliffs and ledges, navigate harsh environments, and use your survival knowledge.

Attributes

Agility +2
Strength +1
Finesse 0
Instinct +1
Presence -1
Knowledge 0

Level 1
Evasion 12
HP 6
Stress 0/6
Hope 2

Domains

Bone

I See It Coming

Level 1 Bone Ability

Recall Cost: 1

When you're targeted by an attack made from beyond Melee range, you can **mark a Stress** to roll a d4 and gain a bonus to your Evasion against that attack equal to the roll.

Sage

Gifted Tracker

Level 1 Sage Ability

Recall Cost: 0

When you're tracking a specific creature or group of creatures based on signs of their passage, you can **spend any number of Hope** and ask the GM that many questions from this list:

- What direction did they go?
- How long ago did they pass through?
- What were they doing in this location?
- How many of them were here?

When you encounter creatures you've tracked in this way, gain a +1 bonus to your Evasion against them.

Equipment

Shortbow (Agility, Far, 1d6+3 phy, two-handed)
Shortsword (Agility, Melee, 1d8 phy, one-handed)
Leather Armor (Thresholds 6/13, Base score 3)
Torch
50' rope
Basic supplies
1 handful gold
Minor Stamina potion (clear 1d4 Stress)
Seemingly broken compass
Small stringed instrument

Background

Grew up in a small village called Skett, tucked in the mountains within Rekin's Refuge. Was outdoors every minute I could be, watching the creatures, climbing and exploring. When I was old enough, realized the best way to protect my little community was by leaving it and becoming a Wildwarden.

A terrible creature hurt your community, and you've vowed to hunt them down. What are they, and what unique trail or sign do they leave behind?

The worst creatures for causing harm are people. A sorcerer came to our village once, thought that Infernis blood would help with some ritual or other - better from children, of course. I was too young to stop them then. Not anymore. I'd recognize the smell of their magic if I ever found it again.

Your first kill almost killed you too. What was it, and what part of you was never the same after that event?

I shouldn't have been out alone, but no one could ever keep me indoors. And I shouldn't have killed that Vulpix that wasn't doing anything. But I found out that where there's one Vulpix, there are more, and they nearly tore me apart before Ol Grint saved me. Left ear got part torn off, and whatever part of me wanted to pick on a little thing, that was gone too.

You've traveled many dangerous lands, but what is the one place you refuse to go?
Cadun. Too many people, too much hatred for my kind.

Experiences

Wide-ranging trapper of Rekin's Refuge +2
Playful joker +2

Connections

What friendly competition do we have?

Efthymos: Zyn is the best hunter and tracker I know, but I'm no slouch in the woods myself. One time I snuck up behind her as she was hunting deer and tapped her on the shoulder before she knew I was there. A few days later I was meditating a little secret grove; I looked up and saw Zyn pointing her bow at me at full draw from fifteen feet away (no arrow, thank Dionysus) and grinning like a fool. I almost had a heart attack. Since then we have a little game whenever we're in the woods together, each trying to sneak up on or get away from the other.

Why do you act differently when we're alone than when others are around?

What threat have you asked me to watch for, and why are you worried about it?

Ezekeien: What did I recently convince you to do that got us both in trouble?

We conspired to steal Persephone's pouch containing her magical weavings, really just to see if we could. Plus I wanted to see if it really contained part of her soul. Zeke said I would get shocked or something if I tried it, turned out yes - but a lot later than I expected. But Persephone...didn't think it was as funny as we did.

Rube: What lie have you told me that I absolutely believe?

It's not like I thought you'd believe it. I just spin tales sometimes to entertain myself. So I didn't think you'd believe that I'd found a tunnel to the lower realms in the mountains, and that I'd been down there, but got kicked out for having been corrupted by the world above. I sure didn't think you'd believe my little musical instrument had been stolen from there.

Cambrian: What animal do I say you remind me of?

A mountain goat. I like to think it's because of my surefootedness, but it might be more about sometimes butting heads for no good reason.

I think of Cambrian as something sacred, like the embodiment of the Refuge.

(I remind Rube of someone he's lost, or something.)

Details

Ebony black skin; deep purple hair cut asymmetrically to cover her damaged left ear. Four scarlet horns across her brow. 5'4", lean but muscular.

She wears practical, simple clothing after the style of her home village, always including a half-veil that covers her eyes. Out and about, usually has a wide-brimmed hat against the sun. Her waist pouch has a cord looped to it with lots of beads and odd trinkets attached.