

# The Hunter

Name someone you want to find, either an individual or a gang that sticks together. When you [discern](#) while looking for them, on a hit, the Grandfather will also tell you if there is any evidence of their passage, and if so what. On a miss, though, something catches up to you instead, the Grandfather will tell you what.

You can only be hunting one target at a time, but you can change that target whenever you want.

[moves](#), [citizen](#), [basic](#)

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