

NAME

PLAYER

DISTINCTIVE FEATURES

BRAWN

AGILITY

WITS

PRESENCE

BLOODIED

RATTLED

4D HEALING POOL

4D HEALING POOL

BLOODIED

RATTLED

CONDITIONS

VEX: FIGHT—FLIGHT  
FREEZE—FREAKOUT

CRITICAL: GREATER EFFECT (DROP 1)—SECONDARY EFFECT—SETUP

STORY

SPARK

CHARACTER DETAILS

INTRODUCE A TANGLE: TAKE SPARK

BACKGROUNDS

WISES

TRAITS: 2 you are | 1 you're really not

DESIRES: 2 you want | 1 you really don't

Brave

Gentle

Protective

Caring

Honest

Quiet

Confident

Honorable

Rash

Curious

Persistent

Stubborn

Belonging

Justice

Renown

Glory

Knowledge

Thrills

Harmony

Love

Wealth

Honor

Power

Wisdom

BONDS

CHANGE A BOND: THE OTHER PC TAKES SPARK | QUARREL: BOTH TAKE SPARK

PC

BOND

DRUID

TRACKERS

CORE TALENT

WILD SHAPE

WILD SHAPE: Shift into any familiar beast form, rolling a 4d Wild Shape pool. At 0d, you fail to shift. It replenishes after each scene. You take on the form's physical qualities and feral instincts, moving stat points to represent this (min 1, max 3). You lose access to your own physical talents. Drop 1d for each wild talent (max 2), like aquatic, smaller than a cat, bigger than a bear, venomous, and flight. This can also be a specific talent from any path or a talent you make. [Growth: 2 levels/Wild Shape +1d]

WILD SHAPE

PATH TALENTS

HERBALISM: Before each session, use the Herbalism Crucible to make two herb names. You have 1 minor and 1 major potion of each. The name serves as its touchstone. They lose effect after this session. One time only, you can also have 1 mythic potion.

KINDRED SPIRITS: You can speak with animals and spirits of the wild. When you meet, they know of you. Roll their bond with you or spend story to establish it. When you call, those nearby will answer.

REGROWTH: When you heal bloodied, drop 1d then roll it. You can also give yourself treatment if you have time, no roll required.

PRIMORDIAL BONDS: You have bonds with the elements: Air, Earth, Fire, and Water. You have spellcasting, rolling Presence to call on an element, which serves as the touchstone. You can call on each element once per session, or twice if your bond is deep. Mark two usages of a single element to cast a potent spell. Combine usages of two elements to take +1d and both touchstones on the roll.

TRUE SHAPE: Choose 1 beast form. If it has no wild talents, you can shift into it without rolling wild shape, even at 0d. If it has wild talents, you drop 1d less than normal when you shift.

VERDANT WHISPERS: You can commune with plants. Roll Wits to decipher their messages, as they are truly hard to understand. You always get a hint or reveal on vigilance in places teeming with plant life.

WINDCALLER: Your voice carries on the winds over great distances. You can push yourself to summon or dismiss, but not control: dense fog—diving temperatures—heavy rain—snowfall—strong winds—thunder. You don't need anchors on weather rituals.

HERB 1  
HERB 2  
AIR  
EARTH  
FIRE  
WATER  
PUSH

NON-PATH TALENTS & NOTES

STORY ARCS

FINISH OR MOVE ON FROM AN ARC: TAKE SPARK

GROUP ARC

CHARACTER ARC

EXPERIENCE

Each session, take 1 XP.

+

+

+

+

+

+

+

+

At +, take a new talent.

GRIMWILD

v1.2