NAME				DISTINCTIVE F	EATURES
PLAYER					
_					
BRAWN	AGILITY	WITS	PRESENCE	BLOODIED	CONDITIONS

BLOODIED RATTLED SD HEALING POOL SD HEALING POOL VEX: FIGHT—FLIGHT FREEZE—FREAKOUT	BRAWN AGILITY	WITS PRESENCE	RATTLED	CONDITIONS
	BLOODIED 3D HEALING POOL	RAT'TLED 3D HEALING POOL		

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

STORY O	SPARK [

CHARACTER DETAILS INTRODUCE A TANGLE: TAKE S					ANGLE: TAKE SPARK	
BACKGROUNDS		WISES				
		" ~				11 1 2 ~
TRAITS: 2 you	are ● 1 you're	e really not Ø		DESIRES: 2 you	ı want ● 1 yoı	ı really don't Ø
O Brave	O Gentle	O Protective		O Belonging	O Justice	O Renown
O Caring	O Honest	O Quiet		O Glory	O Knowledge	O Thrills
O Confident	O Honorable	O Rash		O Harmony	O Love	O Wealth
O Curious	O Persistent	O Stubborn		O Honor	O Power	O Wisdom
0				0		

TAKE SPARK	NDS CHANGE A BOND: THE OTHER PC TAKES SPARK QUARREL: BOT
	BOND

DRUID	TRACKERS
CORE TALENT	
● 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]	
PATH TALENTS	
O Herbalism : Before each session, use the Herbalism Crucible to make two herb names. You have 1 minor potion of one and 1 major potion of the other. The name serves as its touchstone. They lose effect after this session. One time only, you can also have 1 mythic potion.	HERB 1
O KINDRED SPIRITS: You can speak with animals and spirits of the wild. When you meet <i>you</i> . Roll their bond with you or spend story to establish it. When you call, those nearb	
O REGROWTH : When you heal bloodied, drop 1d then roll it. You can also give yoursely you have <i>time</i> , no roll required.	f treatment if
O 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.	AIR EARTH FIRE WATER
O TRUE SHAPE: Choose 1 beast form. If it has no wild talents, you can shift into it withous shape, even at Od. If it has wild talents, you drop 1d less than normal when you shift	
O VERDANT WHISPERS : You can commune with plants. Roll Wits to decipher their message truly hard to understand. You always get a hint or reveal on vigilance in places teeming.	, ,
O 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.	
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.
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OOOOO
OOOOOO
At +, take a new talent.

