

NAME

PLAYER

DISTINCTIVE FEATURES

BRAWN

AGILITY

WITS

PRESENCE

BLOODIED

RATTLED

CONDITIONS

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

BONDS

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

PC

BOND

DRUID

TRACKERS

CORE TALENT

WILD SHAPE

PATH TALENTS

HERBALISM

KINDRED SPIRITS

REGROWTH

PRIMORDIAL BONDS

TRUE SHAPE

VERDANT WHISPERS

WINDCALLER

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

v1.3