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| **Wolf**  **Elijah**  Your sweet, reserved brother who believes their life’s purpose is to bring balance to the forest. Growing up, when you guys would go hunting he’d always defend an animal he believed we overhunted. He and Sylvia would sometimes fight when this happened, so he learned to use the forest to evade her attacks.  **Passive:** Gains +1 die for defense when harvesting from forest. |

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| Worth 3 food if killed.  **Wolf**  **Rikken & Ulysses**  Your caring mate and adorable son. They’ve been inseparable best friends since Ulysses’ birth. Rikken wants to teach Ulysses all he can so that they can one day be the best guardians of the forest. But for now, Ulysses still a pup and is clumsy around life’s obstacles. Seeing them together makes you happy and hopeful about the future.  **Passive:** Gets a free re-roll, but loses ties no matter the action. |

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| Worth 3 food if killed. **Human**  **Genevieve & Clementine**  Genevieve was first fearful of the new world, but her pregnancy has made her optimistic. You both just know it’s a girl, your little ‘Lemen.’ This has given her more drive, but you fear she may harm herself and Lemen. She is strong, but the beasts are dangerous.  **Passive:** Harvesting takes up to 2 trees; trading 1 tree gains 2 food; always roll 2 times and compare the highest roll from each, the lowest from there is your roll. |

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| **Wolf**  **Sylvia**  You have tough and ruthless warrior for a twin sister. But her power comes from the bonds of love of your family. That love also pushed her to be our best hunter to make sure we are always fed. She can disappear into the forest on command; her prey never has a clue.  **Passive:** Gains an extra +1 die when sneaking; doesn’t carry over to defense if attacked. |

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| **Human**  **Albert**  Your son and oldest child. He was a soldier in your home-country, but left. He told you his reason was that he loved his country but loves his family even more and wants to protect it. You’ve missed him and are glad he is here... but you sometimes feel guilt that you allowed him to leave his life behind to join you.  **Passive:** Gain an extra +1 die when guarding. |

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| **Human**  **Lucina**  Your genius of a daughter. She was actually very excited to come to the new world but not only because of the discovery and adventure. She knows that our past society would never see her for the great mind she is. You believe that she has the power to lead or help build whatever future civilization forms here. She makes you extremely proud.  **Passive:** When engineering, gain 2 items from 1 tree; the items can be different |

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