



EQUIPMENT

MAX LOAD (9+STR)



NOTES

DRUID

Cast your eyes around the fire. What has brought you to these people, stinking of the dust and sweat of the city? Perhaps it is kindness—do you protect them as the mother bear watches over her cubs? Are they your pack, now? Strange brothers and sisters you have. Whatever your inspiration, they would certainly fail without your sharp senses and sharper claws. You are of the sacred spaces; you are born of soil and wear the marks of her spirits on your skin. You may have had a life before, maybe you were a city dweller like them, but not now. You've given up that static shape. Listen to your allies pray to their carved stone gods and polish their silver shells. They speak of the glory they'll find back in that festering town you left behind. Their gods are children, their steel is false protection. You walk the old ways, you wear the pelts of the earth itself. You'll take your share of the treasure, but will you ever walk as one of them? Only time will tell.

NAME

LEVEL

XP



ALIGNMENT | CHOOSE ONE OR WRITE YOUR OWN

- Militant**
Destroy a symbol of civilization
- Feral**
Gratuitously fulfill a shapeshift form's instinct
- Nurturing**
Help someone or something grow
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BACKGROUND | CHOOSE ONE OR WRITE YOUR OWN

- Wide Wanderer**
You've travelled lands far and wide. Choose another Wild whose Spirits live inside you.
- Nature's Vengeance**
Mankind has cut down too many trees, cut through too many mountains, and cut up too many beasts. You're here to stop that. When you side with nature over civilization, take +1 Forward.
- Uncivilized**
You weren't raised by people. Or if you were, you've long since forgotten. You're more comfortable in the shape of an animal. When you shapeshift, take +1 Forward.
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STARTING GEAR

2 POULTICES AND HERBS (4 USES, SLOW, 2 WEIGHT)

YOU CARRY A TOKEN OF THE LAND

CHOOSE YOUR DEFENSES

- HIDE ARMOR (1 ARMOR, 1 WEIGHT)
- SMALL WOODEN SHIELD (+1 ARMOR, 1 WEIGHT)

CHOOSE YOUR WEAPON

- SHILLELAGH (CLOSE, 2 WEIGHT)
- STAFF (CLOSE, TWO-HANDED, 1 WEIGHT)
- SPEAR (REACH, THROWN (NEAR), 1 WEIGHT)

CHOOSE ONE

- HALFLING PIPELEAF (3 USES, 0 WEIGHT)
- ANTITOXIN (1 USE, 0 WEIGHT)
- ADVENTURING GEAR (5 USES, 1 WEIGHT)

CHARACTER SKETCH

BONDS

Starting Attributes: 8(-1), 9, 12, 13(+1), 15(+1), 16(+2)

STRENGTH DEXTERITY CONSTITUTION INTELLECT WISDOM CHARISMA

STR DEX CON INT WIS CHA

WEAK SHAKY SICK DAZED CONFUSED SCARRED

HIT POINTS
MAX = 6+CONSTITUTION

ARMOR

DAMAGE
D6

MODIFIERS

STARTING MOVES

SPIRITS OF THE WILD

You share the spirits of countless animals, from whom you learned the ways of tooth and claw, and to whose home you are forever bound. What location do your spirits call home?

- The Jungle
- The Desert
- The Forests
- The Dirt
- The Air
- The Water
-

These spirits marked you. You have some physical attribute that reflects their home. It could be an animal feature like antlers or spots, or it could be something more general- hair like leaves, or yellow slitted eyes. Whatever your tell, it remains no matter what shape you take.

When you **Undertake a Perilous Journey through a wilderness**, gain +1 if your spirits might call it home.

COMMUNE

When you **touch a living animal**, you may commune with it to add its spirit to your own. Roll+WIS. On a hit, you gain its spirit.

On a 9- the animal's spirit overwhelms you, forcing you to instantly shapeshift into its form until you satisfy its instinct.

You understand the language of any animal whose spirit you share, and can easily converse with them. Animals similar to them you may understand, though with difficulty.

SHAPESHIFT

When you **take the form of an animal whose spirit you share**, roll+CON. On a 10+ you do it quickly, and can easily change back. On a 7-9, choose one. On a 6-, choose two.

- Transforming will take you a little while, leaving you vulnerable and drawing attention
- Something goes wrong with the shapeshifting. Describe what!
- You can't change back without satisfying the animal's feral instinct. The GM will tell you what it is

In your new form, you have all the physical characteristics of the animal (claws, flight, sense of smell, etc). Your attributes don't change, but many actions will be easier or harder depending on your new form.

BALANCE

When you **deal damage**, take 1 balance, up to a maximum equal to your level. When you **touch someone and channel the spirits of life**, you may spend Balance. For each Balance spent, heal D4 HP.

BY NATURE SUSTAINED

You can enjoy food and drink just like anyone else, but you no longer require it. If a move tells you to mark off a ration, ignore it. You also have no need of shelter. Natural weather does not bother you.

LEVEL 2+ ABILITIES

THING COMMUNION

You have learned to commune with the spirits of inanimate natural objects - rocks, trees, etc. You may use your Communion and Shapeshift moves with them. Your thing-shape can be an exact copy, or a mobile, vaguely humanoid entity. Describe the benefit of such a form and the GM will tell you the drawbacks and its instinct.

FORMCRAFTER

When you **shapeshift**, choose a stat; you take +1 Ongoing to rolls made with that stat while shifted. The GM chooses another stat; you take -1 Ongoing to rolls using that stat while shifted.

SHED

When you **take damage while shapeshifted**, you may choose to forcibly revert to your normal form in order to reduce the damage by your level.

FORECASTER

When you **Make Camp**, you may tell the GM what the weather will be like tomorrow. If possible, it will be so.

WILD CHILD

When you **Parley with an animal**, you may roll +CON instead of +CHA.

When you **spout lore about something relating to the natural world**, you may roll +WIS instead of +INT.

PERFECT BALANCE

When you **heal someone using Balance**, they take +D4 damage Forward.

CONSULT THE SPIRITS

When you **spend a moment in meditation, consulting the spirits inside you**, roll+WIS. On a hit, you see a vision which grants insight into your situation. But on 9- one of the spirits wrestles control and forces you to shapeshift until you satisfy its instinct.

BARKSKIN

You have CON armor as long as you touch the ground.

RED OF TOOTH, RED OF CLAW

When you **shapeshift into something dangerous and fearsome**, your attacks become Brutal (roll damage twice, take the better result), and gain one of the following tags: Messy, Forceful

KINDRED SPIRIT

When you **Commune with an animal**, on a 12+ it becomes your willing and devoted companion. On a 10-11 you may choose the 9- drawback to gain it as a companion. You may only have one such companion at a time.

TRACKLESS STEP

When you **move through nature**, you leave no trace (unless you wish to). Gain +1 Ongoing to Undertake a Perilous Journey through wilderness.

EYE OF THE STORM

When you **command the raging elements around you to be still**, roll +WIS. On a hit, the ground stops shaking, the wind calms, fires die down, etc. But on a 7-9 it lasts only as long as you concentrate.

LEVEL 6+ ABILITIES

BONDED SOULS

Requires Kindred Spirit

When you **shapeshift into the form of your Kindred Spirit**, don't even roll. You just do it. Additionally, you share a telepathic bond with your Kindred Spirit, and they will never disobey a direct command from you.

LEGENDARY COMMUNION

When next you sleep, you will be visited by the spirit of a legendary creature or fantastical beast. Its soul will join with your own, and you may Shapeshift into it. You may also Commune with any other legendary creatures you meet.

When you **shapeshift into a legendary form**, gain Hold equal to your CON. You may spend your Hold, 1 for 1, to use the supernatural abilities of your legendary shape (a dragon's breath, a cockatrice's petrifying gaze, a unicorn's healing horn, etc). When all Hold are spent, you lose the form.

EQUILIBRIUM

Requires Perfect Balance

The healing and bonus damage from your Balance is increased from a D4 to a D6.

AWAKEN

Requires Thing Communion

When you **Commune with a nonliving thing**, on a 10+ you may grant it a semblance of life (for instance creating a moving, thinking tree).

SHAMAN

Gain the Channel Divinity Cleric move, and learn 1 spell of each level 1 to 7 from both the Wizard and Cleric spell lists. Treat them all as Cleric spells. Your god is the Spirits of Nature.

MASTER OF FORMS

When you **shapeshift**, either increase your damage to d10, or gain +2 armor, as appropriate.

DOPPELGANGER

You will never again be like the people of the civilized world, but now you can walk unnoticed among them. You may use Communion and Shapeshift on intelligent humanoids, remembering one form at a time. Additionally, when you **shapeshift**, you may take an extra drawback to suppress your physical tell.

WORLD COMMUNION

Requires Thing Communion

You are one with the cosmos. You can now commune with the spirits of the natural elements - earth, wind, air, and flame, applying your Communion and Shapeshift moves to them.

MASTER OF THE ELEMENTS

When you **call on the spirits of fire, earth, water, or air to perform a task for you**, roll+WIS. On a hit, they do what you ask, but on a 9- you must perform a task for them as well. The GM will tell you what it is. If you neglect your task, their wrath will surely follow.