

NAME

Male: Names

Female: Names

Wildcard: Names

LOOK

Wise Eyes, Wild Eyes, or Haunting Eyes

Furry Hood, Messy Hair, or Braided Hair

Ceremonial Garb, Practical Leathers, or Weathered Hides

Well-Fed Body, Rangy Body, or Savage Body

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
<input type="checkbox"/> WEAK -1	<input type="checkbox"/> SHAKY -1	<input type="checkbox"/> SICK -1	<input type="checkbox"/> STUNNED -1	<input type="checkbox"/> CONFUSED -1	<input type="checkbox"/> SCARRED -1
STR	DEX	CON	INT	WIS	CHA

DAMAGE  ARMOR  HP  CURRENT MAX YOUR MAX HP IS 6+CONSTITUTION

DRIVE

GROW THE WILD KINGDOM

Do all in your power to expand the wild regions of your land.

AMBASSADOR BETWEEN WORLDS

Foster harmony between the spirits, the land, and men of society.

SPEAK FOR THE SPIRITS

Commune the will of the spirits to those that would listen.

STARTING MOVES

BORN OF THE SOIL

You learned the shamanistic ways in a place whose spirits are strong and ancient and you've marked yourself as one of their own. No matter where you go, they live within you and allow you to mimic their qualities. Choose one of the following. It is the land to which you are attuned – when using Wild Essence you may suppose the mantle of any animal who might live in the land.

- The Great Forests
- The Whispering Plains
- The Vast Desert
- The Stinking Mire
- The River Delta
- The Depths of the Earth
- The Sapphire Islands
- The Open Sea
- The Towering Mountains
- The Frozen North
- The Blasted Wasteland

BY NATURE SUSTAINED

You don't need to eat or drink. If a move tells you to mark off a ration you get to ignore it.

SPIRIT TONGUE

The grunts, barks, chirps and calls of the creatures of the wild are as language to you. You can understand any animal native to your land or akin to one whose essence you have studied.

WILD ESSENCE

When you call upon the spirits to imbue you with the mantle of an animal's essence, roll +WIS. *On a 10+, hold 3. *On a 7-9, hold 2. *On a miss hold 1 in addition to whatever the GM says. You may express the physical form and manner of any species whose essence you have studied or who lives in your land. You express any innate abilities and weaknesses of the species. You still use your normal stats but some moves may be harder or easier to trigger while in Wild Essence. The GM will also tell you one or more moves associated with your Wild Essence. Spend 1 hold to make that move. Once you're out of hold, you return to your natural state of being. At any time, you may spend all your hold and revert to your natural state of being.

BACKGROUND

WILDLING

You were born and raised surrounded by the wild lands, guided by the creatures and spirits within as their conduit. When Discerning Realities in anything resembling your land, you may freely ask the question "What powerful spirits linger here, and why?"

CROSSED TO THE OTHER SIDE

A near death experience forever changed you, and only afterwards could you sense the spirits within everything. When you roll At Death's Door, on a 7-9 you may choose the kind of spirit you must bargain with.

WHISPERS OF ANCESTORS

Your ancestors speak to you, but so do the other things from the spirit world. You can Parley with the lost and forgotten but lingering spirits of a place, even when others cannot see or hear them.

BONDS

Fill in the names of your companions in at least one:

_____ smells more like prey than a hunter.

The spirits spoke to me of a great danger that follows _____.

_____ has tasted my blood and I theirs. We are bound by it.

_____ has much to learn about the wild things.

I will bring the wisdom of the spirits to bear for _____.

The spirit and rage of the great beasts resonates in _____.



GEAR

Your load is 6+STR. You start with some token of your land, describe it.

Choose your defenses:

- Hide armor (1 armor, 1 weight)
- Wooden shield (+1 armor, 1 weight)

Choose your weapon:

- Shillelagh (close, 2 weight)
- Staff (close, two-handed, 1 weight)
- Spear (close, thrown, near, 1 weight)

Choose one:

- Adventuring gear (1 weight)
- Poultices and herbs (2 uses, 1 weight) and pipeleaf (3 uses 0 weight)

Choose two:

- Satchel of spirit quest mushrooms
- Necklace of bones, feathers, and talismans
- Box of small wooden animal carvings
- An intricate, ancient bone bracelet

ADVANCED MOVES

When you gain a level from 2-5, choose from these moves.

HUNTER'S BROTHER

Choose one move from the ranger's class list.

RED OF TOOTH AND CLAW

When you are in an appropriate Wild Essence (something dangerous) increase your damage to d8.

COMMUNION OF WHISPERS

When you spend time in a place, making note of its resident spirits and calling on the spirits of the land, roll +WIS. You will be granted a vision of significance to you, your allies, and the spirits around you. *On a 10+, the vision will be clear and helpful to you. *On a 7-9, the vision is unclear, its meaning murky. *On a 6 or less the vision is upsetting, frightening, or traumatizing. The GM will describe it. Take -1 forward.

BARKSKIN

So long as your feet touch the ground, you are in tune with the land and have greater fortitude against the effects of flora and fauna found nearby.

EYES OF THE TIGER

When you mark an animal (with mud, dirt, or blood), you can see through that animal's eyes as if they were your own, no matter what distance separates you. Only one animal at a time may be marked in this way.

SHED

When you take damage while in Wild Essence you may choose to revert to your natural state to negate damage.

THING-TALKER

You see the spirits in the sand, the sea and the stone. You may now apply your Spirit Tongue, Wild Essence, and studied essence to inanimate natural objects (plants and rocks) or creatures made thereof, as well as animals. Thing-talker Wild Essences can be literal or vaguely anthropomorphic.

FORMCRAFTER

When you use Wild Essence choose a state: you take +1 ongoing to rolls using that stat while in Wild Essence. The GM will choose a stat too: you take -1 ongoing to rolls using that stat while in Wild Essence.

ELEMENTAL MASTERY

When you call on the primal spirits of fire, water, earth or air to grant you wisdom to perform a task roll +WIS. *On a 10+ choose two. *On a 7-9 choose one. *On a 6 or less some catastrophe occurs as a result.

- The effect you desire can come to pass with minimal effort
- You avoid paying nature's price
- You retain control

BALANCE

When you deal damage, take 1 balance. When you touch someone and channel the spirits of life you may spend balance. For each balance spent, heal 1d4 damage. You may hold balance equal to your level.

When you gain a level from 6-10, choose from these moves or the level 2-5 moves.

EMBRACING NO FORM

When you use Wild Essence, roll 1d4 and add that total to your hold.

DOPPLEGANGER'S DANCE

You are able to study the essence of specific individuals to mimic their exact form using Wild Essence. Suppressing your tell is possible, but if you do, take -1 ongoing until you return to your own natural state.

BLOOD AND THUNDER (REQUIRES: RED OF TOOTH AND CLAW)

When you are in an appropriate Wild Essence (something dangerous) increase your damage to d10.

THE DRUID SLEEP

When you take this move, the next opportunity that you have safety and time to spend in an appropriate location, you may attune yourself to a new land. This effect occurs only once and the GM will tell you how long it will take and what cost you must pay. From then on, you are considered to be Born of the Soil in both lands.

WORLD-TALKER (REQUIRES: THING-TALKER)

You see the patterns that make up the fabric of the world. You may now apply your Spirit Tongue, Wild Essence, and studied essence moves to pure elements – fire, water, earth and air.

STALKER'S SISTER

Choose one move from the ranger's class list.

FORMSHAPER (REQUIRES: FORMCRAFTER)

You may increase your armor by 1 or deal an additional +1d4 damage while in Wild Essence. Choose which when you enter Wild Essence.

CHIMERA

When you use Wild Essence, you may assume merged characteristics of up to three different essences or creatures. You may mimic the strength of a bear, the speed of a wild cat, and the keen senses of an eagle for example. Each feature grants you a different move to make. Your chimera form follows the same rules as Wild Essence otherwise.

WEATHER WEAVER

When you are under open skies when the sun rises, the GM will ask you what the weather will be that day. Tell them whatever you like, and it comes to pass.

SHAMAN CIRCLE

When you create a circle in the dirt littered with totems of your land and invite your allies to go on a journey after consuming a mystic tea, roll +WIS. *On a 10+, all of you undertake a spirit journey together. *On a 7-9, all of you undertake a spirit journey but begin separated. *On a 6 or less, the journey turns out very, very bad. If you successfully complete the spirit journey (GM's discretion), the party is cured of all debilities.