

Name

Race

Look

Choose a name or make your own:

Tanner, Dunstan, Rose, Ivy, Robard, Mab, Wei
Elana, Obelis, Herran, Syla, Andanna, Siobhan
Bartholomew, Puck, Anne, Aziz, Pelin, Sibel, Nils

Choose a race or make your own:

Human, Elf, Dwarf, Halfling, Half-Elf
Lizardfolk, Orc, Gnome, Goblin, Hobgoblin
Tiefling, Catfolk, Kobold, Aasimar, Naga

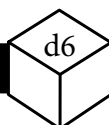
Choose one for each or make your own:

Wise eyes, wild eyes, haunting eyes, _____
Furry hood, messy hair, braided hair, _____
Practical leathers, worn cloth, _____

Assign these scores to your stats: +2, +1, +1, +0, +0, -1

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
[[]]	[[]]	[[]]	[[]]	[[]]	[[]]
STR	DEX	CON	INT	WIS	CHA

Damage



Armor



HP



Your Max HP is 20

Drive

Choose one drive.

- NATURE'S VENGEANCE**
Destroy a symbol of civilization.
- SOW SEEDS**
Help something or someone grow
- PURGE THE UNCLEAN**
Eliminate an unnatural menace

Background

Choose your race, and then choose one background.

- ONE WITH THE LAND**
The sap of the elder trees flows within you. In additions to any other attunements, **The Great Forests** is always considered your Land.
- NATURE'S SHEPHERD**
Your people have bound up their fate with the animals of farm and field. You may always take the shape of any domesticated animal, in addition to your normal options.
- EXPLORER**
You sing the healing songs of spring and brook. When you **Make Camp**, you and your allies heal +1d6.

Bonds

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

_____ smells more like prey than a hunter.
The spirits warned of a great danger that follows _____.
I have shown _____ a secret rite of the Land.
_____ has tasted my blood and I theirs. We are bound by it.

Starting Moves

BORN OF THE SOIL

You learned your magic in a place whose spirits are strong and ancient and they've marked you as one of their own. No matter where you go, they live within you and allow you to take their shape. Choose one of the following. It is the Land to which you are attuned.

- The Great Forests
- The Whispering Plains
- The Vast Desert
- The River Delta
- The Sapphire Islands
- The Open Sea
- The Towering Mountains
- The Arctic Circle

Choose a **Tell**—a physical attribute that marks you as Born of the Soil - that reflects the spirit of your Land. It may be an animal feature like antlers or leopard's spots or something more general, hair like leaves or eyes of glittering crystal. Your Tell remains no matter what shape you take.

STUDIED ESSENCE

When you spend time in contemplation of an animal spirit, you may add its shape to those you can assume using **Shapeshifter**.

BY NATURE SUSTAINED

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

SHAPESHIFTER

When you spend a few moments changing your shape, choose an animal of your land and a related physical stat, then roll +WIS.

- *On a 10+: You shift quickly and without issue.
 - *On a 7-9: You transform, but you are put in a spot or draw unwelcome attention.
 - *On a 6-: You still transform, but something goes wrong, the GM will tell you what.
- Regardless of your roll you take on the physical form of any non-magical animal species. You and your possessions meld into a perfect copy of the species' form. You have any innate abilities, tags, and weaknesses of the form: claws, wings, gills, breathing water instead of air, etc. While shifted you may use WIS instead of your chosen stat.



The Druid

Level
XP

Your load is 5+STR. Your starting gear is:

- Adventuring Gear (5 uses, 1 weight)
- Poultices and herbs (2 uses, 1 weight)
- Hide armor (1 armor, 1 weight)
- You carry some token of your Land, **describe it**.

Choose your armament:

- Shillelagh (*Close*, 2 weight)
- Staff (*Close*, *2-handed*, 1 weight)
- Spear (*Close*, *Thrown*, *Near*, 1 weight)

Advanced Moves

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

RED OF TOOTH AND CLAW

When you are in an appropriate animal form (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-: 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 have +1 armor.

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 shapeshifted, you may choose to revert to your natural form to negate the damage.

THING-TALKER

You see the spirits in the sand, the sea and the stone. You may now apply your Spirit Tongue, Shapeshifting and Studied Essence to inanimate natural objects (plants and rocks) or creatures made thereof. Thing-talker forms can be exact copies or can be mobile vaguely humanoid-shaped entities

FORMCRAFTER

When you use Shapeshifter, choose two stats: One stat takes +1 ongoing to rolls while shifted, the other stat takes -1 ongoing to rolls while shifted.

ELEMENTAL MASTERY

When you call on the primal spirits of fire, water, earth or air to manipulate the elements around you, roll+WIS.

*On a 10+: The effect you desire comes to pass.

*On a 7-9: As a 10+ but choose one below.

*On a 6-: As a 10+ but you choose one below and the GM also chooses one below.

- Some catastrophe occurs as a result of your calling.
- The effect is much weaker or diminished.
- Suffer a debility of the GM's choice.

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

DOPPLEGANGER'S DANCE

You are able to use your Studied Essence move on specific individuals, including men, elves or the like. Suppressing your Tell is possible, but if you do, take -1 ongoing until you return to your own form.

BLOOD AND THUNDER

Replaces: Red of Tooth and Claw

When you are in an appropriate animal form (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 there on, you are considered to be Born of this Soil in both Lands and all the moves related to it act accordingly.

WORLD-TALKER

Requires: Thing-Talker

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

FORMSHAPER

Requires: Formcrafter

You may increase your armor by 1 or deal an additional +1d4 damage while in your animal form. Choose which when you Shapeshift.

CHIMERA

When you use your Shapeshifter ability, you may create a merged form of up to three different shapes. You may be a bear with the wings of an eagle and the head of a ram, for example. Your Chimera form follows the same rules as Shapeshifter 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, it comes to pass.

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 HP. You lose any unspent Balance at the end of each day.