




NAME

LOOK

Male: Alferé, Frey, Jormen, Kavaedi, Nestor, Skimir, Skuld, Vasir
 Female: Alfwinna, Andi, Effi, Freya, Huldra, Petra, Sighilde, Wendelin

Eyes – Curious, Serene, or Wild
 Hair – Flowing, Ponytail, or Shorn
 Body – Athletic, Lithe, or Wispy
 Clothing – Arcane Robes, Dark Tunic, or Hunting Leathers

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

ALIGNMENT

- CHAOTIC**
Choose natural consequences over civilized laws.
- GOOD**
Sacrifice to stand up to villainy.
- NEUTRAL**
Learn a magical secret.

STARTING MOVES

- ANIMAL SPIRIT**
Name and describe the special animal spirit to whom you have bonded. When you **summon this animal spirit in the wilderness**, roll + WIS. On a 10+, choose three. On a 7-9, choose one.
- Your spirit is cunning and adds +1 when you discern realities.
 - Your spirit is ferocious and adds +2 to your damage.
 - Your spirit is tenacious and adds +1 when you defy danger.
 - Your spirit nourishes you; add +1d4 when you are healed.
 - Your spirit protects you; it adds +1 armor.

Your animal spirit remains at your side until you leave the wilderness, you are reduced to 0 hit points, or you dismiss it. You may summon it again once you have taken a few moments to commune with nature.

MAGICAL APTITUDE

When you **use your special elven magic**, choose an effect.

- Invoke the bounty of autumn magic; charm or befriend a hostile creature
- Invoke the healing of spring magic; the target recovers 1d8 hit points
- Invoke the solace of summer magic; allies who successfully aid the target grant a +2 bonus (instead of +1)
- Invoke the trickery of faerie magic; the target is confused or distracted
- Invoke winter magic and inflict 1d8 damage on a foe

Then, roll + INT. On a 10+, the spell works with no problems. On a 7-9, the spell works, but you draw unwanted attention, put yourself in a spot, or the spell has an additional cost (the GM will tell you which). Where applicable, an effect lasts until you use this move again or leave the subject's sight.

In addition, when you **attempt to resist a magical effect**, take +1.

NATURE SENSE

When you **Undertake a Perilous Journey through wilderness**, whatever job you take, you succeed as if you rolled a 10+. If you are leading the effort, your allies take +1 to their rolls.

WEAPON OF THE ELVES

You have a special elven longbow. Only you or another elf can wield this bow. When you **volley using your bow**, you may use the higher of your DEX, INT, or WIS for the roll. On a 10+ result, you may roll two damage dice and select the better result.

HOUSE

- GREENLEAF**
You can converse with animals of the same kind as your companion spirit.
- MISTWEAVER**
When you **resist a magical effect**, you automatically know what it was and what may counter it.
- SILENTFIRE**
The damage die for your special elven longbow is d8.

BONDS

- Fill in the names of your companions in at least one:
- _____ is distrustful of the natural world.
- I fight proudly alongside _____.
- I will prepare _____ for the dangers to come.
- My companion doesn't know what to think of _____.
- The music of the spheres plays in _____'s soul.

THE ELF

 LEVEL
 XP

GEAR

Your **Load** is 9+STR. You start with dungeon rations (5 uses, 1 weight) and your special longbow (near, far, 2 weight) and 4 ammo (1 weight).

Choose your *armament*:

- Longsword (close, +1 damage, 2 weight)
- Short Sword (close, 1 weight) and Dagger (hand, 1 weight)

Choose your *armor*:

- Leather Armor (1 armor, worn, 1 weight)
- Loose-fitting Clothing (0 weight)

ADVANCED MOVES

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

BOW OF LEGEND (REQ. WEAPON OF THE ELVES)

Your elven longbow is marked as a weapon of legend. When you **volley using your bow and miss**, you can mark off 1 ammo to re-roll. If you lose your bow, you can summon it back to your hands.

At the beginning of the subsequent session, you may take time to describe the weapon and its heritage. If you do, mark 1xp.

CHILD OF THE WILDERNESS

When in a wilderness, you don't need to eat or drink. If a move calls for you to spend a ration, ignore it. The grunts, chirps, and calls of the creatures of the wild are as a language to you. You can understand any animal native to forest lands.

DECADES OF EXPERIENCE

Being decades old, you have a wealth of experience. When a character **comes to you for advice and you tell them what you think is best**, they get +1 forward when following your advice and you mark xp if they do.

DUAL-WIELD

When you **attack with two melee weapons**, add +1d4 to your damage.

FAERIE BLOOD

When you **attempt a ritual in a natural setting**, you may use your elven blood (take d6 damage; ignores armor) to satisfy one condition.

INSCRIBED BOW (REQ. WEAPON OF THE ELVES)

The names of your enemies are engraved into your special bow. When you **volley with it and score a 7-9 result**, you can forego your animal spirit's damage bonus to change this to a 10+ result.

MAGIC SENSE

When you **first encounter a magical effect**, take +1 when you try to discern its properties. On a hit, you also grant your allies the +1 bonus when acting on the information gained.

MAGICAL ADEPT

Add the following options to your Magical Aptitude move:

- Invoke celebration; take +1 to Parley
- Invoke sanctuary and spirit someone out of danger... for now

MULTICLASS DABBLER

Get one starting move from another class. Treat your level as one lower for selecting the move.

ONE WITH THE WILD

When you **Discern Realities in a wilderness setting**, take +1. On a hit, grant your allies the +1 bonus forward you receive when acting on the answers.

PASS WITHOUT TRACE

When you **travel through wilderness**, you or your party cannot be tracked.

SPIRIT CONNECTION

Your animal spirit is better able to help you.

House Greenleaf: Your companion spirit always gains the cunning effect; this is a free choice and does not count against the number of choices you make.

House Mistweaver: When you **ponder or research magical effects**, your companion spirit adds +1 to your roll.

House Silentfire: Following combat, your animal spirit always locates 1 ammo (add this back to your total).

Choose your *traveling equipment*:

- Bandages (slow, 3 uses, 0 weight) and Poultices and Herbs (4 uses, slow, 2 weight)
- Songbird (0 weight)

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

ARCANE ARCHER (REQ. WEAPON OF THE ELVES)

When you **add magical power to your arrows**, take a damage bonus equal to your INT modifier. Your arrows can strike targets with the *insubstantial* special quality.

FAERIE PORTAL

When you **perform a ritual to open a portal to Arcadia**, make a sacrifice and roll + INT. On a 10+, the portal opens and choose three. On a 7-9, the portal opens and choose two.

- You and your allies can step through
- You and your allies can use the same portal to return, a short distance away
- You don't bring unintended travelers with you
- You don't draw unwanted attention when you return

GRAND WEAPON OF THE ELVES (REQ. WEAPON OF THE ELVES)

The damage die for your special elven longbow increases by one step (d6 to d8 or d8 to d10). In addition, choose to add either the *forceful* or *messy* tag to your weapon.

MAGICAL EXPERT

Add the following options to your Magical Aptitude move:

- Invoke the springtide; take +2 forward to Animal Spirit
- Invoke the summer moon; you and your allies take +1 forward to Take Watch

MASTER OF THE HUNT

When you **cross dangerous ground in pursuit of something or someone**, roll + WIS. On a 10+, everyone in your group crosses safely. On a 7-9, someone is endangered or left behind (GM's choice).

MULTICLASS EXPERT

Get one move from another class. Treat your level as one lower for the purposes of selecting the move.

RAIN OF ARROWS

When you **volley with your special bow**, on a hit, you can choose to mark 1 ammo and roll three damage dice; use the best result and apply this to up to three adjacent targets.

RENEWAL OF SPRING MAGIC

When you **heal someone**, add +1d8 to the hit points healed.

RESEARCH

When you **engage in magical research**, take a day and roll + INT. On a 10+, you have unlocked the secrets of a powerful magic item or effect and take +1 forward in using or interacting with the item or effect. On a 7-9, you mostly understand the item or effect, but must accept additional requirements in cost, danger, or time when using the item or effect; the GM will tell you what.

TWIN SEASONS

When you **use your special elven magic**, choose two effects or two targets.

WILDERNESS SENTINEL (REQ. ONE WITH THE WILD)

When you **score a 12+ on Discern Realities in a wilderness setting**, take +1 ongoing to Discern Realities or Take Watch while in the same area.