

NAME PRONOUNS  
HERITAGE SUBCLASS

LEVEL

EVASION  
Start at 10

ARMOR

AGILITY  
Sprint  
Leap  
Maneuver

STRENGTH  
Lift  
Smash  
Grapple

FINESSE  
Control  
Hide  
Tinker

INSTINCT  
Perceive  
Sense  
Navigate

PRESENCE  
Charm  
Perform  
Deceive

KNOWLEDGE  
Recall  
Analyze  
Comprehend

DAMAGE & HEALTH

Add your current level to your damage thresholds.

MINOR DAMAGE MAJOR DAMAGE SEVERE DAMAGE  
Mark 1 HP Mark 2 HP Mark 3 HP

HP

STRESS

HOPE

Spend a Hope to use an experience or help an ally.

HOPE

Evolution: Spend 3 Hope to transform into Beastform without marking a Stress. When you do, choose one trait to raise by +1 until you drop out of that Beastform.

EXPERIENCE

GOLD

HANDFULS BAGS CHEST

CLASS FEATURE

BEASTFORM

Mark a Stress to magically transform into a creature of your tier or lower from the Beastform list. You can drop out of this form at any time. While transformed, you can't use weapons or cast spells from domain cards, but you can still use other features or abilities you have access to. Spells you cast before you transform stay active and last for their normal duration, and you can talk and communicate as normal. Additionally, you gain the Beastform's features, add their Evasion bonus to your Evasion, and use the trait specified in their statistics for your attack. While you're in a Beastform, your armor becomes part of your body and you mark Armor Slots as usual; when you drop out of a Beastform, those marked Armor Slots remain marked. If you mark your last Hit Point, you automatically drop out of this form.

WILDTOUCH

You can perform harmless, subtle effects that involve nature—such as causing a flower to rapidly grow, summoning a slight gust of wind, or starting a campfire—at will.

ACTIVE WEAPONS

PROFICIENCY

PRIMARY

NAME TRAIT & RANGE DAMAGE DICE & TYPE  
FEATURE

SECONDARY

NAME TRAIT & RANGE DAMAGE DICE & TYPE  
FEATURE

ACTIVE ARMOR

NAME BASE THRESHOLDS BASE SCORE  
FEATURE

INVENTORY

INVENTORY WEAPON

PRIMARY SECONDARY

NAME TRAIT & RANGE DAMAGE DICE & TYPE  
FEATURE

INVENTORY WEAPON

PRIMARY SECONDARY

NAME TRAIT & RANGE DAMAGE DICE & TYPE  
FEATURE

# DRUID

## CHARACTER GUIDE

*As a druid, you are a force of nature, preserving the balance of life and death by channeling the wilds themselves through you.*

### SUGGESTED TRAITS

+1 Agility, 0 Strength, +1 Finesse,  
+2 Instinct, -1 Presence, 0 Knowledge

### SUGGESTED PRIMARY WEAPON

Shortstaff - Instinct Close - d8+1 mag - One-Handed

### SUGGESTED SECONDARY WEAPON

Round Shield - Strength Melee - d4 phy - One-Handed

**Protective:** +1 to Armor Score

### SUGGESTED ARMOR

Leather Armor - Thresholds 6/13 - Score 3

### INVENTORY

#### TAKE:

a torch, 50 feet of rope, basic supplies,  
and a handful of gold

#### THEN CHOOSE BETWEEN:

a Minor Health Potion OR  
a Minor Stamina Potion

#### AND EITHER:

a small bag of rocks and bones OR  
a strange pendant found in the dirt

### CHARACTER DESCRIPTION

**Choose one (or more) from each line, or write your own description.**

**Clothes that are:** camouflaged, grown, loose, natural, patchwork, regal, scraps

**Eyes like:** carnations, earth, endless ocean, fire, ivy, lilacs, night, seafoam, winter

**Body that's:** broad, carved, curvy, lanky, rotund, short, stocky, tall, thin, tiny, toned

**Skin the color of:** ashes, clover, falling snow, fine sand, obsidian, rose, sapphire, wisteria

**Attitude like:** a firecracker, a fox, a guide, a hippie, a witch

### BACKGROUND QUESTIONS

*Answer any of the following background questions. You can also create your own questions.*

Why was the community you grew up in so reliant on nature and its creatures?

Who was the first wild animal you bonded with? Why did your bond end?

Who has been trying to hunt you down? What do they want from you?

*Then work with the GM to generate two starting Experiences for your character.*

### CONNECTIONS

*Ask your fellow players one of the following questions for their character to answer, or create your own questions.*

What did you confide in me that makes me leap into danger for you every time?

What animal do I say you remind me of?

What affectionate nickname have you given me?

### TIER 2: LEVELS 2-4

*At level 2, gain an additional Experience at +2 and gain a +1 bonus to your Proficiency.*

Choose two options from the list below and mark them.

- ☐ ☐ ☐ Gain a +1 bonus to two unmarked character traits and mark them.
- ☐ ☐ Permanently gain one Hit Point slot.
- ☐ ☐ Permanently gain one Stress slot.
- ☐ ☐ Permanently gain a +1 bonus to two Experiences.
- ☐ Choose an additional domain card of your level or lower from a domain you have access to (up to level 4).
- ☐ Permanently gain a +1 bonus to your Evasion.

Update your level and adjust your damage thresholds accordingly. Take an additional domain card of your level or lower from a domain you have access to.

### TIER 3: LEVELS 5-7

*At level 5, gain an additional Experience at +2 and clear all marks on character traits. Then gain a +1 bonus to your Proficiency.*

Choose two options from the list below or any from the previous tier and mark them.

- ☐ ☐ ☐ Gain a +1 bonus to two unmarked character traits and mark them.
- ☐ ☐ Permanently gain one Hit Point slot.
- ☐ ☐ Permanently gain one Stress slot.
- ☐ ☐ Permanently gain a +1 bonus to two Experiences.
- ☐ Choose an additional domain card of your level or lower from a domain you have access to (up to level 7).
- ☐ Permanently gain a +1 bonus to your Evasion.
- ☐ Take an upgraded subclass card. Then cross out the multiclass option for this tier.

☐ ☐ Increase your Proficiency by +1.

☐ ☐ Multiclass: Choose an additional class for your character, then cross out an unused "Take an upgraded subclass card" and the other multiclass option on this sheet.

Update your level and adjust your damage thresholds accordingly. Take an additional domain card of your level or lower from a domain you have access to.

### TIER 4: LEVELS 8-10

*At level 8, gain an additional Experience at +2 and clear all marks on character traits. Then gain a +1 bonus to your Proficiency.*

Choose two options from the list below or any from the previous tier and mark them.

- ☐ ☐ ☐ Gain a +1 bonus to two unmarked character traits and mark them.
- ☐ ☐ Permanently gain one Hit Point slot.
- ☐ ☐ Permanently gain one Stress slot.
- ☐ ☐ Permanently gain a +1 bonus to two Experiences.
- ☐ Choose an additional domain card of your level or lower from a domain you have access to.
- ☐ Permanently gain a +1 bonus to your Evasion.
- ☐ Take an upgraded subclass card. Then cross out the multiclass option for this tier.

☐ ☐ Increase your Proficiency by +1.

☐ ☐ Multiclass: Choose an additional class for your character, then cross out an unused "Take an upgraded subclass card" and the other multiclass option on this sheet.

Update your level and adjust your damage thresholds accordingly. Take an additional domain card of your level or lower from a domain you have access to.

