

NAME **PRONOUNS**

SUBCLASS









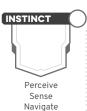
Maneuver

HERITAGE



Grapple





ACTIVE WEAPONS



Deceive

Recall Analyze Comprehend

DAMAGE & HEALTH

Add your current level to your damage thresholds.







Mark 3 HP







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



 $\textbf{\textit{Evolution:} Spend 3 Hope} \ to \ transform \ into \ Beast form \ without$ marking a Stress. When you do, choose one trait to raise by +1 until you drop out of that Beastform.



GOLD

00000000 HANDFULS



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.

	PROFICIENCY O	00/
RIMARY		
		0 0 0 0
NAME	TRAIT & RANGE	DAMAGE DICE & TYPI
FEATURE		
ECONDAR'	Υ	
NAME	TRAIT & RANGE	DAMAGE DICE & TYPE
FEATURE		
	AOTIVE ADVOD	
	ACTIVE ARMOR	
NAME	BASE THRES	HOLDS BASE SCORE
FEATURE		

	INVENTORY	•		
INVENTORY WEAPON	(1)	m_	PRIMARY	SECONDAR
INVENTORY WEAPON	(^r	50	PRIMARY	SECONDAR
NAME	TRAIT & RANGE	<u></u>	<u> </u>	SECONDAR
	TRAIT & RANGE	<u></u>	<u> </u>	
\	TRAIT & RANGE	~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~	<u> </u>	DICE & TYPE
NAME	TRAIT & RANGE		DAMAGE	DICE & TYPE



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

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 characte
--	------------------------------------------

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

> 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 i your character, then cross out an unus "Take an upgraded subclass card" and other multiclass option on this sheet.	ed
----------------------------------------------------------------------------------------------------------------------------------------------------------------------	----

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.