

Inventory

This is where you keep track of stuff you've started with, stuff you've found, and your money.

Starting Gear

- ◆ A Long Spear
- ◆ Druidic Trappings (+1 Armor)
- ◆ A token of the land
Describe it.

Optional Gear

You'll get one of these depending on your Background. Review your background for any associated moves.

- Poultices and Herbs (2 uses)** ○○
Mark this if you've chosen the "Green Faith" Background.

When you carefully treat someone's wounds, heal them of 7 HP and expend a use.

- An Ironwood Club (+1 damage)**
Mark this if you've chosen the "The Spirit's Call" Background.

- Sacred Pouch (3 uses)** ○○○
Mark this if you've chosen the "The Face of the Moon" Background.

When you spend a use from your sacred pouch to mark an animal, you can use its senses as if they were your own. **When you spend a use to mark a person**, their skin becomes tough as bark (+1 armor) for the next hour.

Everything Else

Notes

Keep track of important information about the world here!

Reference

See the Basic & Adventuring Moves handout for information about moves and how to make them.

- Strength (STR)** Hit enemies, lift large objects, break down doors.
- Intelligence (INT)** Recall facts, use magic, quick thinking.
- Dexterity (DEX)** Dodge out of the way, jump over cliffs, throw things.
- Constitution (CON)** Withstand poison, defend others, toughen things out.
- Wisdom (WIS)** Solve puzzles, gain special insight, detect the hidden.
- Charisma (CHA)** Command others, flatter allies, make bold-faced lies.

Forward: Apply the positive or negative number to an ability score the next time the relevant trigger is met.

Ongoing: Apply the positive or negative number to an ability score for every roll using the stat until the trigger is met.

Hold: Acts as a currency. You may spend hold when appropriate to act without needing to roll.

Debility: Two of your ability scores take -1 Ongoing.

Ammo: It counts as ammunition for appropriate ranged weapons. The number indicated does not represent individual arrows or sling stones, but represents what you have left on hand.

DRUID

You alone among your party can change your form at will, allowing you to fill multiple roles. However, if you aren't too careful Nature may exact a heavy price from you! Extra attention should be paid to Discern Realities from the Basic & Adventuring Moves insert.

Your Character

Fill out as much of the following as you can, then tell the rest of the table what you've put down. The GM and the other players will help introduce your character to the game.

Name: _____
Examples: Morr, Ravanna, Craric, Sevan, Elsa, an animal name, a plant name, an elemental name

Look: _____
Examples: Wise Eyes, Messy Hair, Hides, Cat Eyes, Kindly Face, Unusual Skin, Eternal Gaze, Human, Elf, Dwarf, Halfling, Gnome, Kobold, Golem

A personal goal (and why):

Examples: preservation, cleansing the area, a personal mission from the spirits, reconciliation

A memory that made you YOU:

Examples: Your first shapeshifting experience, your previous existence, a fundamental truth

Knowledge of the area:

Examples: What spirits linger here? What here is causing unrest in the spirit world? What does nearby civilization think of you?

Character Portrait

Your Party

After everyone has been introduced, write the name of one or more party members in the spaces below. The GM will tell you how you all know each other and why you are in a party. Also say, ask your fellow players to help you answer them. You do not need to answer each, but the more you do, the better!

Who here smells more like prey to me than hunter?

Who here have I warned is in danger, simply because the spirits say so?

Who here have I shared secret rites with?

Who have I formed a blood-bond with?

Who here is familiar with the sickness in these lands?

Who have I helped track dangerous beasts in the past?

Backgrounds

(Choose one)

Green Faith

+2 WIS, +1 CHA

You start with **poultices and herbs** (2 uses).

You keep to the old ways, and that of the spirits of nature; as such you are attuned to its mysteries.

When you call on the spirits for guidance, roll+WIS.

- ◆ 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 miss, the vision is upsetting, frightening, or traumatizing. Take -1 Forward.

Spirit's Call

+2 WIS, +1 DEX

You start with an **Ironwood club** (+1 damage).

The spirits of the wild have marked you, and have gifted you with unusual talents. So long as your feet touch the ground you have +1 armor. Additionally, when you assume a new form with Shapeshifter, you get +1 hold, even on a miss.

Marked

+2 WIS, +1 STR

You start with a **sacred pouch** (3 uses).

You were abandoned as a child; an elder druid took you in and taught you the druidic arts. Choose one **Advance**; you start with that move along with the rest of your Class moves.

Drives

This is what motivates your character. When a drive triggers your actions, receive 2 XP!

(Choose one)

- Help an NPC learn, grow, or improve themselves.
- Act (or refuse to do so) in a way that harms an ally or bystander.
- Convince others to protect something of the natural world.
- Eliminate an unnatural menace

Stats

♥ Hit Points /20

Lose HP when you take damage. If this reaches 0, you are dying! See "Last Breath" from the Basic & Adventuring Moves insert.

🛡️ Armor

Subtract your armor from any damage you take.

👊 Damage 1d6

Bonus Damage

You always roll the die indicated when you deal damage, plus bonus damage (weapons, etc).

Attributes

Two of the stats below will be filled in by your Background. For the others, put +1 in one, -1 in another, and leave the rest at 0.

STR	INT	CON
DEX	WIS	CHA
<input type="checkbox"/> Weakened -1 ONGOING STR & DEX	<input type="checkbox"/> Dazed -1 ONGOING INT & WIS	<input type="checkbox"/> Miserable -1 ONGOING CON & CHA

Experience Points (XP)

Mark XP when you roll a result of 6- and when a move tells you to. Mark 2 XP when you trigger your Drive



- ◆ Spend 1 XP to reroll a single die.
- ◆ Spend 4 XP to earn an **Advance**. (see the "Advances" section for more details)

Class Moves

See the "Basic & Adventuring moves" insert for universal moves.

Born Of The Soil

You learned your magic in a place whose spirits are strong and ancient; 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. First, choose a **Tell**: something that marks you as a Druid. Whatever shape you take, your **Tell** remains. Then choose two of the following lands to which you are attuned.

- | | |
|--|---|
| <input type="checkbox"/> The Great Forests | <input type="checkbox"/> The Sapphire Islands |
| <input type="checkbox"/> The Vast Desert | <input type="checkbox"/> The Open Sea |
| <input type="checkbox"/> The Stinking Mire | <input type="checkbox"/> The Towering Mountains |
| <input type="checkbox"/> The River Delta | <input type="checkbox"/> The Frozen North |
| <input type="checkbox"/> The Depths of the Earth | <input type="checkbox"/> The Blasted Wasteland |

Shapeshifter

When you call upon the spirits to change your shape, 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.

Then, choose an animal from your native lands; you and your druidic trappings meld into a perfect copy of that animal's form. The GM will tell you up to 3 moves associated with that shape. The following are just a few examples:

- ◆ Wolf (Track by scent, Tear a chunk of flesh, call the pack)
- ◆ Owl (Spot something far away, Strike from above, Fly away silently)
- ◆ Squirrel (Climb to safety, Hide something for later, Snatch something shiny)
- ◆ Alligator (Camouflage, Drag underwater, Bite it off)
- ◆ Cat (Pad silently, Leap and balance with great agility, Miraculously survive)

Spend a hold to make one of these moves; no roll is necessary. If a move would deal damage, use your own damage die. When you're out of hold, you return to your natural form. You may spend all of your hold and revert back to your natural form at any time.

Spirit Tongue

The grunts, barks, chirps, and calls of the creatures of the wild are as language to you. You can speak with and understand animals, as well as closely study them and Parley with them as if they were people.

Advances

When you use XP to gain an Advance, you can do one of the following:

- ◆ Increase one Attribute by +1, to a maximum of +3.
- ◆ Choose a new move below:

Red of Tooth and Claw

While you are in an appropriate animal form (something dangerous), your damage die is increased to d8.

Studied Essence

When you spend time in contemplation of an animal spirit, you add its form to those you can assume using Shapeshifter. The GM will tell you the new moves.

Thing-Talker

You see the spirits in the sand, the sea and the stone. You may now apply your Spirit Tongue to inanimate natural objects (plants and rocks) or creatures made thereof, as well as animals.

Elemental Mastery

When you call on a nature spirit for aid, say which one and roll+Wis. On a 10+ choose two. On a 7-9 choose one.

- ◆ The effect you desire comes to pass
- ◆ You avoid paying nature's price
- ◆ You retain control

Shed

When you take damage while shapeshifted you may choose to revert to your natural form to negate the damage.

DoppelGanger

You are able to study the essence of specific individuals to take their exact form, including humanoid creatures. Suppressing your **Tell** is possible, but if you do, take -1 Ongoing until you return to your own form.