



#### ■ AGILE SCOUT

(Fox, Mouse, Weasel, etc.)

*Agility +1 | Evasion +2*  
*Melee Agility d4 phy*

**Gain advantage on:** deceive, locate, sneak

**Agile:** Your movement is silent, and you can spend a **Hope** to move up to Far range without rolling.

**Fragile:** When you take Major or greater damage, you drop out of Beastform.

#### ■ HOUSEHOLD FRIEND

(Cat, Dog, Rabbit, etc.)

*Instinct +1 | Evasion +2*  
*Melee Instinct d6 phy*

**Gain advantage on:** climb, locate, protect

**Companion:** When you Help an Ally, you can roll a **d8** as your advantage die.

**Fragile:** When you take Major or greater damage, you drop out of Beastform.

#### ■ NIMBLE GRAZER

(Deer, Gazelle, Goat, etc.)

*Agility +1 | Evasion +3*  
*Melee Agility d6 phy*

**Gain advantage on:** leap, sneak, sprint

**Elusive Prey:** When an attack roll against you would succeed, you can mark a **Stress** and roll a **d4**. Add the result to your Evasion against this attack.

**Fragile:** When you take Major or greater damage, you drop out of Beastform.

#### ■ PACK PREDATOR

(Coyote, Hyena, Wolf, etc.)

*Strength +2 | Evasion +1*  
*Melee Strength d8+2 phy*

**Gain advantage on:** attack, sprint, track

**Hobbling Strike:** When you succeed on an attack against a target within Melee range, you can mark a **Stress** to make the target temporarily **Vulnerable**.

**Pack Hunting:** When you succeed on an attack against the same target as an ally who acts immediately before you, add a **d8** to your damage roll.

#### ■ AQUATIC SCOUT

(Eel, Fish, Octopus, etc.)

*Agility +1 | Evasion +2*  
*Melee Agility d4 phy*

**Gain advantage on:** navigate, sneak, swim

**Aquatic:** You can breathe and move naturally underwater.

**Fragile:** When you take Major or greater damage, you drop out of Beastform.

#### ■ STALKING ARACHNID

(Tarantula, Wolf Spider, etc.)

*Finesse +1 | Evasion +2*  
*Melee Finesse d6+1 phy*

**Gain advantage on:** attack, climb, sneak

**Venomous Bite:** When you succeed on an attack against a target within Melee range, the target becomes temporarily **Poisoned**. A **Poisoned** creature takes **1d10** direct physical damage each time they act.

**Webslinger:** You can create a strong web material useful for both adventuring and battle. The web is resilient enough to support one creature. You can temporarily **Restrain** a target within Close range by succeeding on a Finesse Roll against them.

### TIER 2

#### ■ ARMORED SENTRY

(Armadillo, Pangolin, Turtle, etc.)

*Strength +1 | Evasion +1*  
*Melee Strength d8+2 phy*

**Gain advantage on:** dig, locate, protect

**Armored Shell:** Your hardened exterior gives you resistance to physical damage. Additionally, mark an **Armor Slot** to retract into your shell. While in your shell, physical damage is reduced by a number equal to your Armor Score (after applying resistance), but you can't perform other actions without leaving this form.

**Cannonball:** Mark a **Stress** to allow an ally to throw or launch you at an adversary. To do so, the ally makes an attack roll using Agility or Strength (their choice) against a target within Close range. On a success, the adversary takes **d12+2** physical damage using the thrower's Proficiency. You can spend a **Hope** to target an additional adversary within Very Close range of the first. The second target takes half the damage dealt to the first target.

#### ■ POWERFUL BEAST

(Bear, Bull, Moose, etc.)

*Strength +1 | Evasion +3*  
*Melee Strength d10+4 phy*

**Gain advantage on:** navigate, protect, scare

**Rampage:** When you roll a 1 on a damage die, you can roll a **d10** and add the result to the damage roll. Additionally, before you make an attack roll, you can mark a **Stress** to gain a +1 bonus to your Proficiency for that attack.

**Thick Hide:** You gain a +2 bonus to your damage thresholds.

#### ■ MIGHTY STRIDER

(Camel, Horse, Zebra, etc.)

*Agility +1 | Evasion +2*  
*Melee Agility d8+1 phy*

**Gain advantage on:** leap, navigate, sprint

**Carrier:** You can carry up to two willing allies with you when you move.

**Trample:** Mark a **Stress** to move up to Close range in a straight line and make an attack against all targets within Melee range of the line. Targets you succeed against take **d8+1** physical damage using your Proficiency and are temporarily **Vulnerable**.

#### ■ STRIKING SERPENT

(Cobra, Rattlesnake, Viper, etc.)

*Finesse +1 | Evasion +2*  
*Very Close Finesse d8+4 phy*

**Gain advantage on:** climb, deceive, sprint

**Venomous Strike:** Make an attack against any number of targets within Very Close range. On a success, a target is temporarily **Poisoned**. A **Poisoned** creature takes **1d10** physical direct damage each time they act.

**Warning Hiss:** Mark a **Stress** to force any number of targets within Melee range to move back to Very Close range.

#### ■ POUNCING PREDATOR

(Cheetah, Lion, Panther, etc.)

*Instinct +1 | Evasion +3*  
*Melee Instinct d8+6 phy*

**Gain advantage on:** attack, climb, sneak

**Fleet:** Spend a **Hope** to move up to Far range without rolling.

**Takedown:** Mark a **Stress** to move into Melee range of a target and make an attack roll against them. On a success, you gain a +2 bonus to your Proficiency for this attack and the target must mark a **Stress**.

#### ■ WINGED BEAST

(Hawk, Owl, Raven, etc.)

*Finesse +1 | Evasion +3*  
*Melee Finesse d4+2 phy*

**Gain advantage on:** deceive, locate, scare

**Bird's-Eye View:** You can fly at will. Once per rest while you are airborne, you can ask the GM a question about the scene below you without needing to roll. The first time a character makes a roll to act on this information, they gain advantage on the roll.

**Hollow Bones:** You gain a -2 penalty to your damage thresholds.

### TIER 3

#### ■ GREAT PREDATOR

(Dire Wolf, Velociraptor, Sabertooth Tiger, etc.)

*Strength +2 | Evasion +2*  
*Melee Strength d12+8 phy*

**Gain advantage on:** attack, sneak, sprint

**Carrier:** You can carry up to two willing allies with you when you move.

**Vicious Maul:** When you succeed on an attack against a target, you can **spend a Hope** to make them temporarily *Vulnerable* and gain a +1 bonus to your Proficiency for this attack.

#### ■ MIGHTY LIZARD

(Alligator, Crocodile, Gila Monster, etc.)

*Instinct +2 | Evasion +1*  
*Melee Instinct d10+7 phy*

**Gain advantage on:** attack, sneak, track

**Physical Defense:** You gain a +3 bonus to your damage thresholds.

**Snapping Strike:** When you succeed on an attack against a target within Melee range, you can **spend a Hope** to clamp that opponent in your jaws, making them temporarily *Restrained* and *Vulnerable*.

#### ■ GREAT WINGED BEAST

(Giant Eagle, Falcon, etc.)

*Finesse +2 | Evasion +3*  
*Melee Finesse d8+6 phy*

**Gain advantage on:** deceive, distract, locate

**Bird's-Eye View:** You can fly at will. Once per rest while you are airborne, you can ask the GM a question about the scene below you without needing to roll. The first time a character makes a roll to act on this information, they gain advantage on the roll.

**Carrier:** You can carry up to two willing allies with you when you move.

#### ■ AQUATIC PREDATOR

(Dolphin, Orca, Shark etc.)

*Agility +2 | Evasion +4*  
*Melee Agility d10+6 phy*

**Gain advantage on:** attack, swim, track

**Aquatic:** You can breathe and move naturally underwater.

**Vicious Maul:** When you succeed on an attack against a target, you can **spend a Hope** to make them temporarily *Vulnerable* and gain a +1 bonus to your Proficiency for this attack.

#### ■ LEGENDARY BEAST

(Upgraded Tier 1 Options)

**Evolved:** Pick a Tier 1 Beastform option and become a larger, more powerful version of that creature. While you're in this form, you retain all traits and features from the original form and gain the following bonuses:

- A +6 bonus to damage rolls
- A +1 bonus to the trait used by this form
- A +2 bonus to Evasion

#### ■ LEGENDARY HYBRID

(Griffon, Sphinx, etc.)

*Strength +2 | Evasion +3*  
*Melee Strength d10+8*

**Hybrid Features:** To transform into this creature, **mark an additional Stress**. Choose any two Beastform options from Tiers 1–2. Choose a total of four advantages and two features from those options.

### TIER 4

#### ■ MASSIVE BEHEMOTH

(Elephant, Mammoth, Rhinoceros, etc.)

*Strength +3 | Evasion +1*  
*Melee Strength d12+12 phy*

**Gain advantage on:** locate, protect, scare, sprint

**Carrier:** You can carry up to four willing allies with you when you move.

**Demolish:** **Spend a Hope** to move up to Far range in a straight line and make an attack against all targets within Melee range of the line. Targets you succeed against take **d8+10** physical damage using your Proficiency and are temporarily *Vulnerable*.

**Undaunted:** You gain a +2 bonus to all your damage thresholds.

#### ■ TERRIBLE LIZARD

(Brachiosaurus, Tyrannosaurus, etc.)

*Strength +3 | Evasion +2*  
*Melee Strength d12+10 phy*

**Gain advantage on:** attack, deceive, scare, track

**Devastating Strikes:** When you deal Severe damage to a target within Melee range, you can **mark a Stress** to force them to mark an additional Hit Point.

**Massive Stride:** You can move up to Far range without rolling. You ignore rough terrain (at the GM's discretion) due to your size.

#### ■ MYTHIC AERIAL HUNTER

(Dragon, Pterodactyl, Roc, Wyvern, etc.)

*Finesse +3 | Evasion +4*  
*Melee Finesse d10+11 phy*

**Gain advantage on:** attack, deceive, locate, navigate

**Carrier:** You can carry up to three willing allies with you when you move.

**Deadly Raptor:** You can fly at will and move up to Far range as part of your action. When you move in a straight line into Melee range of a target from at least Close range and make an attack against that target in the same action, you can reroll all damage dice that rolled a result lower than your Proficiency.

#### ■ EPIC AQUATIC BEAST

(Giant Squid, Whale, etc.)

*Agility +3 | Evasion +3*  
*Melee Agility d10+10 phy*

**Gain advantage on:** locate, protect, scare, track

**Ocean Master:** You can breathe and move naturally underwater. When you succeed on an attack against a target within Melee range, you can temporarily *Restrain* them.

**Unyielding:** When you would mark an Armor Slot, roll a **d6**. On a result of 5 or higher, reduce the severity by one threshold without marking an Armor Slot.

#### ■ MYTHIC BEAST

(Upgraded Tier 1 or Tier 2 Options)

**Evolved:** Pick a Tier 1 or Tier 2 Beastform option and become a larger, more powerful version of that creature. While you're in this form, you retain all traits and features from the original form and gain the the following bonuses:

- A +9 bonus to damage rolls
- A +2 bonus to the trait used by this form
- A +3 bonus to Evasion
- Your damage die increases by one size (d6 becomes d8, d8 becomes d10, etc.)

#### ■ MYTHIC HYBRID

(Chimera, Cockatrice, Manticore, etc.)

*Strength +3 | Evasion +2*  
*Strength Melee d12+10 phy*

**Hybrid Features:** To transform into this creature, **mark 2 additional Stress**. Choose any three Beastform options from Tiers 1–3. Choose a total of five advantages and three features from those options.

# 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.

