

Aid

When you help another character who's about to roll, they gain advantage but you are exposed to any risks, costs, or consequences.

Defend

When you take up a defensive stance or jump in to protect others, roll +CON. On 10+, hold 3 Readiness. On 7-9, hold 1 Readiness. While you defend, you can spend a point of Readiness to:

- suffer an attack's effects instead of your ward
- halve an attack's damage/effects
- draw all attention from your ward to yourself
- strike back at an attacker (deal your damage but with disadvantage)

Lose any remaining Readiness when you cease to focus on defence, or the threat passes.

Defy Danger

When danger looms, the stakes are high and you act, roll:

- +STR to power through or test your might
- +DEX to use speed, agility or finesse
- +CON to endure or hold steady
- +INT to use expertise or enact a clever plan
- +WIS to rely on willpower or your senses
- +CHA to charm, bluff, impress or fit in

On 10+, you pull it off as well as anyone could hope. On 7-9, you can do it, but the GM will present a cost or consequence, a lesser success, a tough choice, or the option to back down.

Discern Realities

When you closely study a situation or person and look to the GM for insight, roll +WIS. On 10+, ask 3 from the list. On 7-9, ask 1:

- What happened here recently?
- What is about to happen?
- What should I be on the lookout for?
- What here is useful or valuable to me?
- Who or what is really in control here?
- What here is not what it appears to be?

Take advantage on your next move to act on the answers.

Hack And Slash

When you fight in melee or close quarters, roll +STR. On a 10+, it works as expected (deal damage) and pick 1:

- Evade, prevent, or counter the enemy's attack
- Strike hard and fast (-1d6 damage) but suffer the enemy's attack

On a 7-9, it works, mostly: deal damage but suffer the enemy's attack.

Make Camp

When you settle down to rest in a dangerous area, someone must spend 1 supplies. Then, take turns to each say one of the following, and if everyone agrees, mark experience:

- Give an example of how you've achieved your drive
- Describe how your opinion of or relationship with another character has changed
- Point out something awesome that another player did, that no one else has mentioned yet

When you wake from at least a few hours sleep, choose 1:

- Regain half your maximum hit points
 - Clear all your debilities
 - Gain advantage on your next roll
- If you spend 1 supplies, choose another.

Interfere

When you try to foil another PC's action and neither of you back down, roll...

- +STR to power through or test your might
- +DEX to use speed, agility or finesse
- +CON to endure or hold steady
- +INT to use expertise or enact a clever plan
- +WIS to rely on willpower or your senses
- +CHA to charm, bluff, impress or fit in

On 10+, they pick 1 from the list below:

- Do it anyway, but with disadvantage on their next roll
- Relent, change course, or otherwise allow their move to be foiled

On 7-9, they also pick 1 but you are left off-balance, exposed, or otherwise vulnerable.

Parley

When you press or entice an NPC to do something, and they resist, roll +CHA. On 10+, they either do as you want or reveal the easiest way to convince them. On 7-9, they reveal something you can do to convince them, though it'll be costly, tricky, or disastrous.

When you press or entice a PC and they resist, roll +CHA. On 7-9, pick 1:

- They mark XP if they do what you want
 - They must do what you want, or reveal how you could convince them to do so
- On 10+, both.

Recover

When you take time to catch your breath and tend to what ails you, spend 1 supplies and regain 5 hit points. You can't benefit from this move again until you take more damage.

When you tend to a debility or a problematic wound, say how. The GM will either say that it's taken care of or tell you what's required to do so (Defy Danger, spend supplies, Make Camp, find a certain item, etc).

Run Away

When the whole party flees from danger, roll and add:

- -1 if anyone in the party is carrying more than their maximum load
- +1 if no one carries more than 2 load
- +1 if your route was planned in advance
- +1 if what you flee is slow or constrained

On a 10+, you get away but pick 1. On a 7-9, you get away but pick 1 and the GM picks another:

- The party has been split up
- You lost something as you fled (gear, treasure, hit points, your bearings, etc.)
- You've landed in some new sort of trouble
- You've escaped for now, but it's still out there looking for you

Spout Lore

When you consult your accumulated knowledge about something, roll +INT. On 10+, the GM will tell you something interesting and useful on the subject. On 7-9, the GM will tell you something interesting — it's on you to make it useful. Either way, the GM might ask you "How do you know this?". Tell the truth.

Volley

When you launch a ranged attack, roll +DEX. On 10+, you have a clear shot: deal damage. On 7-9, deal damage but choose 1 from the list below:

- You have to move or hold steady to take your shot, putting you in danger (the GM says what)
- Take what you can get: when you deal damage, you have disadvantage
- Deplete ammunition

Last Breath

When you are reduced to 0 hit points or less by deadly harm, you catch a glimpse of what lies beyond the Black Gates of Death. The GM will ask you some questions about it.

Then roll (+nothing). On 10+, you've cheated death; you're no longer dying but you're still in a bad place. On 7-9, Death will offer you a bargain: take it and stabilise, or refuse and pass beyond the Black Gates into whatever fate awaits you.

On 6 or less, your fate is sealed. You're marked as Death's own and you'll cross the threshold soon. The GM will tell you when.



The Druid

- shapeshifter
- priest of the old gods
- trickster
- faerie

Name

Race

Look

Drive

- **Cultivation:** help someone grow, learn or improve.
- **Detachment:** act (or fail to act) in a way that harms an ally or bystander.
- **Preservation:** convince others to protect a thing of nature.
- **Reclamation:** deface, destroy or bury an artifact of civilisation.

If you do it, mark experience whenever you Make Camp.

Hit points

Max 16

Damage

d6



Armour

Each time you take damage, reduce it by your armour.

Experience



Mark when you roll 6 or less. Spend anytime: 1 for +1 after rolling, or 5 for an advance.

Gear

- Spear Sickle Staff Hatchet
- Bow and arrows (○ low ammo ○ out of ammo)
- Hides and furs (1 armour)
- Shield (+1 armour, +1 Readiness when you roll 7+ to Defend)
- Offerings (○● uses) (grants advantage to Parley with spirits)
- Sacred pouch (whatever evil you put in it can never escape)
- Supplies (○●● uses) More supplies (○●●● uses)

You also start with a knife, a sacred token of nature, and either ○ a healing elixir (heals 10 hit points or a debility) or ● an ointment (cures any poison).



Undefined

Mark up to 4 square boxes. If you don't want to choose everything at the start, you can mark Undefined for now and decide later (common, mundane items only).

Your maximum load is 4. If you carry more, you become noisy, slow, hot, tired, and grumpy.

Starting moves

Shapechange

When you borrow the form of a natural beast that's native to your homeland, name it and roll+CON. On 10+, you stay in that form until you decide to change again. On 7-9, you shed your borrowed form the first time you roll 6 or less for a move (in addition to whatever the GM says). On 6 or less, you're stuck in that form until you calm yourself and take time to set it aside.

While in your borrowed form, you have its innate armour, moves, tags and other characteristics, but use your own stats. In addition, you have a physical feature that is always present, no matter what shape you take (even in your natural shape). Your tell is:

- antlers or horns
- cat eyes
- gills
- green hair, feathers or fur
- a musky smell
- _____

To try to act contrary to the instincts or nature of your borrowed form, you must Defy Danger +Wis.

Communion

When you perform a little ritual and make an offering to the spirits of a place (something they like), the spirits manifest before you. They are not always friendly, but they are always curious and willing to hear what you have to say.

When you commune with a beast that's not native to your homeland and ask to borrow its form, it will make a request of you. If you meet its request, you permanently gain the ability to Shapechange into that beast.

Secret Tongue

You can communicate with natural beasts, spirits of the wild, and others who speak the Secret Tongue. When you Parley using the Secret Tongue, roll+WIS instead of +CHA.

Spirit-Touched

You can always ask the GM 'What spirits are active here?' and get an honest answer.

Choose one background:

● Keeper Of The Old Faith

When you Spout Lore about the natural world or things civilisation has forgotten, you have advantage.

When you Recover in the wild and can forage, don't spend supplies.

● Initiate Of The Circle

You belong to a far-flung sect devoted to balance and the natural order. When you send word to your sect asking for aid, roll+CHA. On 10+, they send help with all due haste. On 7-9, the aid is delayed or comes with strings attached.

When you spend supplies and mark an area with sacred symbols, the area becomes protected against one of the following (your choice) as long as the symbols remain:

- unclean spirits and perversions of nature
- natural beasts and spirits of the wild

● Totem Spirit

Choose a natural beast native to your homeland. When you borrow the form of your totem spirit, don't roll to Shapechange: you automatically get a 10+. However, when you try to act contrary to the instincts or nature of your totem spirit, Defy Danger +Wis with disadvantage.

When you spend supplies to craft an effigy of your totem, you can set it to watch over a place or person. It will alert you the next time danger approaches.

● Trickster

When you Defy Danger or Parley using flattery or deceit, you have advantage.

When you convert Undefined gear to something specific, you can produce something strange and magical. Say how you stole or won it, and why it's useful right now. The GM will tell you how it's limited and problematic.

Advances

Spend 5 experience at any time to choose one.

●● Improved Stat

Increase any stat by 1 (max +2).

● Superior Stat

Increase any stat by 1 (max +3). (Requires Improved Stat and at least 1 other advance.)

● Aura Of Courage

When you stand fast in battle, allies who see or hear you are unaffected by fear or doubt.

● Charge!

When you charge into battle, gain +1 armour and deal +1d4 damage for the first few moments. Anyone who follows your lead also gains this benefit.

● Staunch Defender

When you Defend, gain +1 Readiness. Even if you roll 6 or less, gain 1 Readiness in addition to whatever the GM says.

● Walk Through The Valley

You are unaffected by poison or disease.

● Windows To The Soul

When you gaze into the eyes of another person and glimpse their soul, roll+WIS. On 10+, ask 2. On 7-9, ask 1:

- Are you lying or trying to deceive me?
- What are you really feeling?
- What sin holds sway in your heart?

You will always get honest answers.

Stats

Assign +2, +1, +1, +0, +0, -1.

Hint: Paladins do well with high STR and CHA.

