

Gear

Token of your land, describe it: _____

☐ **Hide Armor** (worn, 1 armor, 1 weight)

Choose your armament:

❑ **Staff** (close, two-handed, 1 weight)

Choose one:

☐ **Poultices & Herbs** (2 uses, slow, 1 weight) *heals 7 HP*, Uses left: ☐ ☐

Advanced Moves (Level 2+)

(100 coin = 1 weight) (Your Load is 6+STR)

[illegible]

Advanced Moves (Level 2+)

Shed

When you **take damage while shapeshifted** you may choose to revert

When you **Shapeshift** choose a stat: you take +1 ongoing to rolls using that stat while shifted. The GM will choose a stat, too: you take -1 ongoing to rolls using that stat while shifted.

When you **spend time in a place, making note of its resident spirits and calling on the spirits of the land**, roll+WIS. You will be granted a vision of significance to you, your allies, and the spirits around you. *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 6-, the vision is upsetting, frightening, or traumatizing. The GM will describe it. Take -1 forward.

When you are **in an appropriate animal form** (something dangerous) increase your damage to d8.

When you **call on the primal spirits of fire, water, earth or air to perform a task for you** roll+*WIS*. *On a 10+ choose two. *On a 7-9 choose one. *On a 6-, some catastrophe occurs as a result of your calling.

- You see the spirits in the sand, the sea and the stone. You may now apply your spirit tongue, shapeshifting and studied essence to inanimate natural objects (plants and rocks) or creatures made thereof, as well as animals. Thing-Talker forms can be exact copies or can be mobile vaguely humanoid-shaped entities.

So long as **your feet touch the ground** you have +1 armor.

When you **mark an animal (with mud, dirt, or blood)** you can see through that animal's eyes as if they were your own, no matter what distance separates you. Only one animal at a time may be marked in this way.

When you **deal damage**, take 1 balance. When you **touch someone and channel the spirits of life** you may spend balance. For each balance spent, heal 1d4 HP.

Choose one move from the ranger class list.

Advanced Moves (Level 6+)

When you are **under open skies when the sun rises** the GM will ask you what the weather will be that day. Tell them whatever you like, it comes to pass.

You are able to study the essence of specific individuals to take their exact form, including men, elves, or the like. Suppressing your tell is possible, but if you do, take -1 ongoing until you return to your own form.

When you take this move, the next opportunity that you have safety and time to spend in an appropriate location, you may attune yourself to a new land. This effect occurs only once and the GM will tell you how long it will take and what cost you must pay. From then on, you are considered to be born of the soil in both lands.

When you **Shapeshift**, you may create a merged form of up to three different shapes. You may be a bear with the wings of an eagle and the head of a ram, for example. Each feature will grant you a different move to make. Your chimera form follows the same rules as shapeshifter otherwise.

When you **Shapeshift**, roll 1d4 and add that total to your hold.

Replaces: Red of Tooth and Claw

When you are **in an appropriate animal form** (something dangerous) increase your damage to d10.

Requires: Thing-Talker

You see the patterns that make up the fabric of the world. You may now apply your spirit tongue, shapeshifter and studied essence moves to pure elements—fire, water, air and earth.

Requires: Formcrafter

While **in an animal form** you may increase your armor by 1 or deal an additional +1d4 damage. Choose which when you shapeshift.

Choose one move from the ranger class list.
