Primalist Over Hills, Under Trees					Playbook Special Abiliti	es				
		Party Alias			O Metamorphosis (S): You can push yourself transform yourself into an animal.				01 St	10 10 10
					Elemental Affinity: You can spend 2 stress to temporarily change the elemental nature of an effect in an area.				Coin	
					O Tempest (S): You can push yourself to conjure a maelstrom of thunder and lightning that engulfs an area.					
Appearance					Commune: You can At nearby land.	tune with your	surroundings t	o get a general lay of the	000) () STUDY () () SURVEY () () TINKER
Ancestry		Background			Curse (S) : You can put creatures equal to the s		bestow a curse	upon a number of	Prowess	
Vice					Adapt (S): You can pus spell's Tier + 1 to comfo and gain +1d to resistar	ortably survive i	n a chosen envi	ronment for a few hours,		 O FINESSE O PROWL O SKIRMISH
-	_				-				0 00) () wreck
Stress Trauma 000000000000000000000000000000000000		COLD – HAUNTED – OBSESSED – PARANOID			Expert Pet: Choose a type of creature (amorphous, eldritch, incorporeal, magical, natural, or undead). Your pet gains potency when tracking or fighting creatures of that type. It also gains a special ability based on your chosen creature type: incorporeal: <i>ghost-form</i> , magical: <i>mind-link</i> , natural: <i>venomous</i> , or undead: <i>life-leech</i> .				Resolve	000000
									 O O ATTUNE O O O COMMAND O O O CONSORT 	
Harm			Armor Uses		 O ○ ○ Experienced: Pick an Experience special ability. 					
3		HELP	Armor	0	 Multidisciplinary: Pick a special ability from another character playbook. 			Load		
2		-1D	Heavy	0		ry: Pick a speci	al ability from a	mother character playbook.		🗆 N (5) 🛛 H (6)
		LESS		-	Friends & Rivals		ltems		Standard	d Items
1		EFFECT	Special	0	riangle abla Brefo, an apothecary	/	○ Trained p		O O Li	ght weapons 🖻
Experience & Multidisciplinary Special Abilities					riangle abla Crunagg, a sailor		○ Primal charm			eavy weapon 🖻
Experience & Multidisciplinary Sp	CIAL ADIIITIES				riangle abla Areste, a hermit		○ Bag of vir	pes P		ving weapons 🖸
					riangle abla Roma, an industrialis	st	○ Fine alche	emical supplies 🖸	0-0 Ar	
					riangle abla Maur, a shapeshifter		○ Oil of pre	servation C) Heavy 🖻
					$ \Delta \nabla $		0			ary gear 🖻
									_	imbing gear 🖻
Notes					XP 000000				nturing gear 🖻	
					• Every time you roll a desperate action, mark xp in that action's attribute.					
					At the end of each session, for each item below, mark 1 xp (in your playbook or an				-	mical supplies 🖸
					 attribute) or 2 xp if that item occurred multiple times. You addressed a challenge with primal power or wisdom. 				 ○ Alchemical supplies ⊡ ○ Subterfuge supplies ⊡ 	
					 You expressed a challenge with printal power of wisdom. You expressed your beliefs, drives, ancestry, or background. 					ng supplies 🖻
					• You struggled with issues from your vice or traumas during the session.					chemical or
										agical items 🖸
					Teamwork Planning & Load Assist a party member Choose a plan, provide the detail. Choose your load				ring tools 🖻	
								 ○ Torch 		
					Lead a group action	Assault: Poi		Magic: Arcane power	0	
					Protect a party member	Deception:	Method	Social: Connection	0	
					Set up a party member	Stealth: Ent	ry point	Transport: Route	Ŭ	