THE

PLAYER'S
GUIDEBOOK

DEFENDERS
ALMANAC

DEFENDERS
- of the -
WILD

- Roleplaying -
Game

THE
Commonwood

Lands *of the* Fire Oak

Year 1463
Autumn of Cycle 4

PRESENTED BY
THE LIISZ CARTOGRAPHIC SOCIETY

N

OUTER LAKES

GREAT GLACIER

Zerantsa Valley
Zerantsa

Northern Woods

Neztfortzo
Skenzii Muds

Zerwood
Venz River

NORTHERN PLAINS

Skenzii River

East Lepovda

Shalotni Marshes
Zolenica
Lepovda
Venzza
Hillhaven

Venz

East Harvest

Orzintso

CENTRAL WOODLANDS
Melduca

Inner Range
Fern Lands

EASTWOOD
Sylzest

Ridgebacks
Westthistle

Liisz
Inner Lakes

Narovinya

Muliz

Bogthorn

Sagrasz Plains

Watergrasses

Ulizzak

Druznitch
Bricxt

Ridgewoods

Eastridge

Westlake
Lastlove Lake

SOUTHERN HIGHLANDS

Oza

Havloc
Portloc

Highmarsh

Lastlove Swamp

Akzarzinya

Zaros River
Zaros

Hyykaz River

WESTERN DESERTS

Southgrove

OUTER RANGE

Marshes   Fire Oak Forests   Plains   Mountains

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The Defenders Almanac ❧ First Edition PDF, 2025
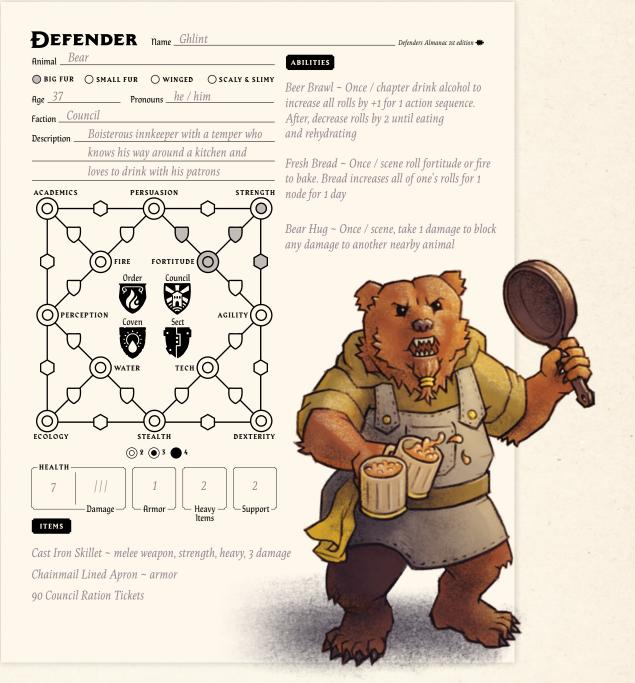
OUT LAND ISH GAMES

Defender

Name _Ghlint_

Defenders Almanac 1st edition

Animal _Bear_

● BIG FUR ○ SMALL FUR ○ WINGED ○ SCALY & SLIMY

Age _37_   Pronouns _he / him_

Faction _Council_

Description _Boisterous innkeeper with a temper who knows his way around a kitchen and loves to drink with his patrons_

ACADEMICS   PERSUASION   STRENGTH

FIRE   FORTITUDE

Order   Council

PERCEPTION   Coven   Sect   AGILITY

WATER   TECH

ECOLOGY   STEALTH   DEXTERITY

◎ 2 ◉ 3 ● 4

ABILITIES

Beer Brawl ~ Once / chapter drink alcohol to increase all rolls by +1 for 1 action sequence. After, decrease rolls by 2 until eating and rehydrating

Fresh Bread ~ Once / scene roll fortitude or fire to bake. Bread increases all of one's rolls for 1 node for 1 day

Bear Hug ~ Once / scene, take 1 damage to block any damage to another nearby animal

HEALTH

7	///	1	2	2
	Damage	Armor	Heavy Items	Support

ITEMS

Cast Iron Skillet ~ melee weapon, strength, heavy, 3 damage

Chainmail Lined Apron ~ armor

90 Council Ration Tickets

Getting Started

→ ◆ ←

This player's guidebook reproduces the rules for the Defenders of the Wild tabletop roleplaying game detailed in the Defenders Almanac.

This streamlined rules system is designed for collaboratively telling short stories of sabotage, rescues, escapes, espionage, heists, and other forms of clandestine resistance to the machine invasion of the Commonwood. Each story requires a storyteller to facilitate and 2 or more players to roleplay as the story's main characters: animal Defenders embarking on a pivotal and life-changing mission in the war against the machines.

Each story should be broken up into 3-5 chapters that are each approximately 1 session of gameplay. Before playing, the storyteller is responsible for preparing the story's background, chapter arc, and objectives. Gameplay unfolds as a conversation between the storyteller's narration of scenes in each chapter and the players' narration of their characters' intentions, actions, and dialogue within those scenes. The storyteller roleplays all non-player animals, mechs, and other forces in the world. The outcomes of all significant actions taken by animals and mechs during gameplay are determined by an action resolution system that uses six-sided dice. When a story ends, players retire their characters and must create new characters for subsequent stories..

Goal of the Game

As with most roleplaying games, there is no winning or losing. The goal of the game is to tell a dynamic story collaboratively as a gaming group and to enjoy the experience of roleplaying characters in the story.

What You Need to Play

In addition to this Almanac, you will need pencils, erasers, at least 4 six-sided dice (preferably 4 six-sided dice for each player and for the storyteller), and printouts of character sheets (inside back cover).

Referencing the Almanac

Although the first two parts of the Almanac can be enjoyed alone as lore, they are both specifically crafted as source material and prompts for telling stories using this roleplaying game system. Those interested in adapting the Commonwood as a campaign setting for other tabletop roleplaying game systems can also utilize the first two parts of the Almanac independently of these rules. 🐾

Rystle the Finch, Order Fire Monk

Before starting a story, players should be familiar with the fundamentals that define the Commonwood.

Storytellers should build stories to fit within these contours. Players and storytellers can reference the first sections of the Almanac for additional details and inspiration.

The Commonwood is the center of this animal world and hosts many diverse temperate climate habitats such as forests, mountains, marshes, and plains. Groves of millennia-old fire oaks grow in all corners of the Commonwood.

Four major animal factions inhabit the Commonwood:

- *The Coven*, with its spells and subterfuge, has existed since before recorded time and calls the impenetrable marshes home.
- *The Order*, with its wisdom of the flame, can be found in ancient monasteries and universities nestled in the forests.
- *The Council*, with its fortitude and bread, is the most numerous of all the factions and lives in guarded agricultural communes across the plains.
- *The Sect*, with its ingenious inventions, mines for moon crystals and experiments with technology in the remote high mountains.

All four major factions have each built their diverse societies on two common principles of the Wild: Everything is connected and Nothing lasts forever.

Seasons in the Commonwood last for roughly 100 years and this game takes place in the latter half of Autumn. Weather watchers from the Order have predicted an especially long and brutal winter starting in just a few decades.

Many animals of different factions have good relations and live side by side. However, the Order and the Sect have a rivalry as do the Coven and the Council. The Commonwood has seen its share of armed conflict and factional violence over the millennia, but recent years of Autumn were a time of abundance and relative peace until the machine invasion.
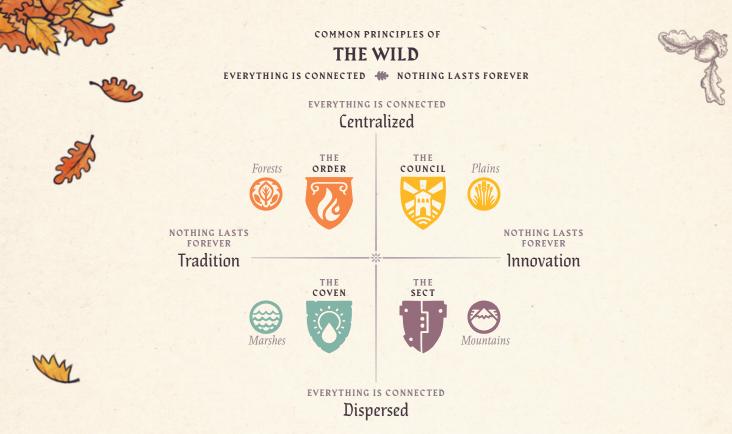
Many towns and villages exist across the Commonwood. Some are inhabited exclusively by animals of one faction or another but most settlements contain mixed populations. The largest towns in the Commonwood are the Order university town of Liisz and the Council agricultural town of Lepovda.

All animals have plant-based diets and do not eat other animals. Critters such as insects, crustaceans, and fish are the sprites and faeries of the Commonwood, regularly befriending and interacting with animals. Honey is enjoyed and harvested with the consent of bees.

Animal technology has progressed in some places to include steam and moon crystal powered engines. No electricity exists in the Commonwood and many animals still live as they have for hundreds, if not thousands, of years.

Animals of the Commonwood rely on bartering, mutual aid, and gift economies for many transactions. There are also forms of currency and exchange that are specific to each faction. Council ration tickets have become a standardized unit of trade and exchange for all factions, but especially in Council communities. The Order issues various coins for academic achievements that can be used for exchange in Order communities. Moon crystals can be used for exchange in Sect communities. The Coven almost exclusively uses barter and gift economies for exchange.

Animals practice various forms of magic within the Commonwood. The most common are the Order's fire magic, including fire divination, and the Coven's water magic,

EVERYTHING IS CONNECTED
Centralized

Forests	**THE ORDER**	**THE COUNCIL**	*Plains*

NOTHING LASTS FOREVER
Tradition

NOTHING LASTS FOREVER
Innovation

Marshes	**THE COVEN**	**THE SECT**	*Mountains*

EVERYTHING IS CONNECTED
Dispersed

Contours of the Commonwood continued

including potion brewing. Some animals consider the moon crystals that power many Sect inventions to be a form of magic.

The war against the machines began in the west of the Commonwood approximately one year ago and has thrown animal society into chaos. Rumors about the origins of the machines abound, but most animals believe they are the result of a failed secret experiment by powerful animals fusing formidable technologies and perilous magic in a foolish attempt to conquer the Cycle of the seasons.

In the first weeks of the war, the Council Guard bravely fought to contain the machines, but their formations were no match for the mechs' overwhelming firepower. The first battle near Muliz quickly became a bloody disaster, leaving many thousands of animals dead or wounded.

The machines proceeded to rampage deeper into the Commonwood, enclosing conquered habitats, towns, and villages with walls while building factories to exploit the land and to power their growing army of mechs. Pollution spreads from these industrial sites and has begun poisoning neighboring regions. Reports from machine conquered regions tell of captive animals forced to labor for the machines and a small number of animals willingly collaborating with the machine occupation.

Roughly six months ago, groups of animals from all factions began rising up to resist the machine occupation. Defenders of the Wild are fighting back with guerrilla tactics and clandestine sabotage, healing the wounded, and doing the hard work of rewilding and reconstructing areas decimated by the war. ❦

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Actions

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Everything that happens during gameplay is considered an action.

Players take actions to pursue their characters' goals and the storyteller takes actions on behalf of all non-player animals, mechs, and other forces in the world.

There are two types of actions:

- **Basic actions**
  Resolved through informal narration and conversation

- **Significant actions**
  Resolved using top 2 action rolls
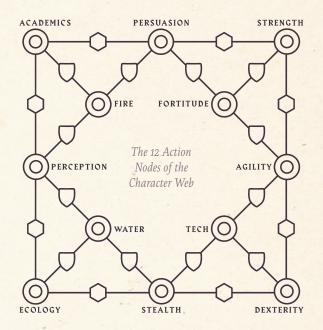
Basic Actions

Basic actions are simple actions, events, and processes such as relaxed discussion, walking at a normal pace, casually observing one's surroundings, the wind blowing leaves down the street, etc. Basic actions constitute the majority of gameplay and are informally resolved through narrative conversation between the players and the storyteller. The Storyteller narrates the scene to advance the story by describing the basic actions of all non-player animals, mechs, and other forces in the world. Players help advance the scene by describing their basic actions.

Basic actions do not require dice rolls or resolving any specific rules. The storyteller always decides the outcome of basic actions as well as which actions qualify as basic actions. No prescribed sequence or steps exist for taking basic actions, but the storyteller should always try to give all players equal opportunity to take actions and help make decisions.

The storyteller can choose the narrative pace of basic actions and can speed up a scene during extended series of basic actions. For example, if the players decide to catch a ride on a caravan for an all day journey to another village,

the storyteller can make the judgment that this ride will be an extended series of basic actions and there is no need to detail each step of the journey. In this case, the storyteller may choose to narrate the scene in a faster and more succinct way until the moment when the caravan arrives at its destination or when a significant action is required.

Significant Actions

Whenever an animal or mech takes an important, challenging, or extreme action, that action is considered a significant action and is resolved by rolling six-sided dice. Each significant action corresponds with one of the 12 action nodes shaped like a pair of concentric circles ◎ in the character web below. Significant actions include actions

The 12 Action Nodes of the Character Web

like climbing over a wall, attacking an enemy, convincing a skeptical animal, and hiding from surveillance. The storyteller always decides which actions qualify as significant actions. See the back cover for a full list of common actions that correspond with each action node.

Top 2 Action Rolls

When an animal or a mech takes a significant action, the action taker rolls 2-4 dice, depending on the corresponding action node on their character web, and adds the top 2 numbers rolled. That sum is the result of the action roll. Players make all action rolls on behalf of their characters and the storyteller makes all action rolls on behalf of non-player animals and mechs.

- ● **Roll 4 dice** if both the inner and the outer circles of the corresponding action node are filled in. The action taker has an expertise in taking these actions.

- ◉ **Roll 3 dice** if only the inner circle of the corresponding action node is filled in. The action taker has a proficiency in taking these actions.

- ◎ **Roll 2 dice** if neither of the circles of the corresponding action node are filled in. The action taker is a novice at taking these actions.

A significant action succeeds: If the sum of the top 2 numbers rolled is greater than or equal to the action's difficulty

A significant action fails: If the sum of the top 2 numbers rolled is less than the action's difficulty

Abilities, items, support, and other conditions may modify the sum of the top 2 rolls.

Players are encouraged to suggest creative ways to take actions with each action node but the storyteller always decides which nodes are appropriate for taking each significant action. When multiple action nodes are appropriate for taking the same action in different ways, players may choose which of these nodes they would like to use.

Difficulties & Outcomes

The storyteller determines the difficulty of a significant action in one of two ways, based on whether or not the action is in direct opposition to an animal or mech.

Difficulties: Fixed

When the significant action is not in direct opposition to an animal or a mech, the storyteller chooses and announces the fixed difficulty of the action. For example, the storyteller will choose a fixed difficulty when a player rolls agility in an attempt to climb a steep cliff or when a player rolls fire in an attempt to extinguish a fire. When a player describes the intention of a significant action that is not opposed to an animal or a mech, the storyteller assesses how difficult the action should be, and chooses a difficulty from the range below.

RANGE OF DIFFICULTIES

- **4 or less:** Resolve as a basic action. No action roll.
- **5-7:** Moderate
- **8-9:** Hard
- **10-11:** Very hard
- **12 and above:** Extreme

If the action roll is greater than or equal to the fixed difficulty, the action is successful. If the action roll is less than the fixed difficulty, the action fails.

The storyteller may also choose a fixed range of difficulties instead of choosing a single fixed difficulty when a significant action is not in direct opposition to an animal or a mech. This allows for a range of action outcomes depending on the action roll when appropriate for the story. For example, the storyteller may choose a fixed range of difficulties when a player is rolling academics in an attempt to research an ancient spell in a Liisz library. The fixed range of difficulties for this academics action roll may be that a roll of 5-7 yields minimal information, a roll of 8-9 yields some information, a roll of 10-11 yields significant information, and a roll of 12 is treated as a lucky roll (see next page).

Difficulties: Reaction Rolls

When a significant action is in direct opposition to an animal or a mech, the difficulty of the action is determined by an opposing reaction roll made by the target of the action. A reaction roll is resolved exactly the same as a top 2 action roll described on page 7. Roll 2-4 dice based on the action node corresponding with the target's reaction and add the top 2 numbers rolled. The storyteller always decides which action nodes are appropriate and available for each reaction roll.

- If the action roll is greater than or equal to the reaction roll, the action is successful.
- If the action roll is less than the reaction roll, the action fails.

When an animal or mech takes an action in direct opposition to a player, the targeted player rolls their own reaction. When an animal or mech takes an action in direct opposition to a non-player animal or mech, the storyteller rolls the reaction on behalf of the target.

For example, if a player wants to sneak past a Council guard animal without being detected, the player could roll stealth for their action and the storyteller could roll perception for the guard's reaction. If the sum of the top 2 numbers rolled for the player's stealth action is greater than or equal to the sum of the top 2 numbers rolled for the guard's perception reaction, then the player successfully sneaks past undetected. If the guard's reaction roll is higher, then the player fails and is spotted!

Storytelling Modifiers

The storyteller may apply advantages or disadvantages to the sum of any roll (such as +1, +2, -1, -2, etc.) depending on the context of the action or reaction. For example, if a player is trying to fire a crossbow at an enemy moving through a thick blanket of fog, the storyteller may decide to apply a disadvantage of -2 to the player's dexterity roll. Some abilities and items also apply modifiers to certain types of action and reaction rolls.

Keeping Difficulties Transparent

When players take significant actions, the difficulty of those actions should always be transparent due to a visible reaction roll or the storyteller announcing the fixed difficulty. For example, if a player wants to climb over a tall fence, the storyteller would instruct the player to "roll agility to beat a difficulty of 9" or something similar. Any modifiers that the storyteller has chosen to apply to the action should be announced to players in advance of the roll.

Getting Lucky

Whenever the top 2 numbers rolled for any action or reaction are both sixes, the animal or mech making the roll gets lucky. A lucky roll is always resolved as a success unless both an action roll and the corresponding reaction roll are both lucky, in which case neither roll is considered lucky. Getting lucky requires rolling two sixes. Rolls that are increased by storytelling modifiers, support, and abilities to reach 12 are not considered lucky.

Lucky rolls should always give an extra benefit. If the lucky roll is for an attack action attempting to deal damage, the action deals 1 extra damage (see Combat, page 9). For all other lucky rolls, the storyteller may give the action taker an extra benefit of the storyteller's choosing. This can take the form of resolving the action in an especially successful way. For example, if a player is attempting to convince a Sect miner to reveal the location of a secret tunnel and gets a lucky persuasion roll, the storyteller may decide that not only does the miner reveal the location, they also choose to escort the player through the tunnel along the safest path. The storyteller may also choose to award support to a player for getting lucky (see Support, page 14).

Distances

When resolving significant actions and reactions, keep in mind distances to determine the action's outcome. Various abilities and items specify the distances at which they are effective. There are two general levels of distance: nearby and distant. Melee weapons can only be used to deal damage to nearby targets and ranged weapons can be used

to deal damage to nearby or distant targets. The storyteller should also consider factors such as line of sight, plausible range, visibility, or other possible obstructions when resolving significant actions and reactions. The storyteller may always apply advantages or disadvantages to the sum of any roll if they believe any of the above factors increase or decrease a significant action's difficulty (see Storytelling Modifiers on the previous page).

Narrating the Outcome

Regardless of whether an action succeeds or fails, the storyteller should narrate the resolution with input from players explaining possible factors contributing to their action and reaction roll outcomes.

Action Sequences

An action sequence is any fast paced series of consecutive or simultaneous significant actions such as combat or other high stakes emergencies. Each action during an action sequence is resolved following the same rules as all other actions noted above. Action sequences can be initiated by a player action or by a storyteller action on behalf of non-player animals, mechs, or other forces in the world. The storyteller always decides when an action sequence begins and ends.

During an action sequence, the storyteller must track the order players take significant actions. Action sequences should always alternate between one significant action taken by a player and at least one action taken by the storyteller. Multiple players should never take consecutive significant actions during an action sequence without the storyteller taking actions in between each player significant action. Storyteller actions don't always need to be significant actions. They can also be basic actions to provide brief narration describing what non-player animals, mechs, or other forces in the world are doing around the scene at that moment. Storytellers may also choose to take multiple significant actions on behalf of non-player animals, mechs, or other forces in the world in between each player significant action during an action sequence (see Outnumbering on the next page). The storyteller may allow players to take basic actions during an action sequence as they see fit.

Determining Action Sequence Order

At the start of an action sequence, the storyteller always decides which animal, mech, or force in the world takes the first action in the sequence. The storyteller may also choose the order in which players take subsequent actions if they feel that is appropriate for the story. Otherwise, players can choose amongst themselves to take actions in any order. Once all players have taken one significant action during an action sequence, they must repeat that same order until the action sequence ends. During an extended action sequence in which each player will take multiple significant actions, the storyteller should note this player action order to ensure players follow it correctly.

Combat

An attack action is any significant action intended to deal damage to an animal or mech target. Whenever animals or mechs take attack actions, they are engaged in combat. Resolve attack actions similarly to all other significant actions.

The action taker must make an action roll to deal damage to a target and the target makes an opposing reaction roll to determine the difficulty of the action. The storyteller always decides which action nodes are appropriate for each reaction roll. Dodging damage being dealt by an attack action typically requires an agility reaction. Other action nodes may be used to avoid various types of damage at the storyteller's discretion. If the action roll is greater than or equal to the reaction roll, the attack action succeeds and the target of the action takes damage. If the action roll is less than the reaction roll, the attack action fails and the target avoids taking damage.

An unarmed attack action (such as punching or kicking) deals 1 damage to the target when the action roll is successful. Using a weapon or an ability to take an attack action increases the amount of damage dealt to the target. If the attack action roll gets lucky, the action always deals

9

1 extra damage. Some abilities and weapons deal damage to multiple targets with one attack action and each target should roll their own reaction to avoid taking damage.

Outnumbering During Combat Sequences

A combat sequence is an action sequence where animals or mechs take multiple attack actions. Resolve combat sequences the same as all other action sequences with one additional consideration: The storyteller needs to be mindful of how many enemies oppose the players when deciding which actions to take in between each player action.

When players are substantially outnumbered by enemies in a combat sequence, the storyteller should take multiple enemy significant actions in between each player action. For example, if three players enter a combat sequence opposed to six hunter mechs, the storyteller should give the mechs approximately two significant actions for every one player significant action.

When the opposing sides are roughly equal in number in a combat sequence, the storyteller should take one enemy significant action in between each player signifi-cant action. For example, if three players enter a combat sequence opposed to three hunter mechs, the storyteller should give the mechs approximately one significant action for every one significant player action.

When players substantially outnumber enemies in a combat sequence, the storyteller should limit enemy significant actions in between each player action. The storyteller can take basic actions on behalf of the enemies as well as basic actions on behalf of other forces in the world that help describe the scene and push the narrative along. For example, if three players enter a combat sequence opposed to one hunter mech, the storyteller should give the mech approximately one significant action for every three player significant actions.

Death & Destruction

When an animal has more damage than their health, they are either killed or severley injured and must exit the game. When a mech has more damage than its health, it is destroyed. For more on health and damage see page 14. ❖

STORIES, CHAPTERS, SCENES, & SEQUENCES

➤ • ✦ • ◄

- **A story** is a complete mission or campaign that is usually broken up into roughly 3-5 chapters of gameplay.
- **A chapter** is approximately 1 session of gameplay followed by a break.
- **A scene** is any extended series of actions and narration during a chapter that takes place in and around a specific location or within a specific timeframe.
- **An action sequence** is any fast paced series of consecutive or simultaneous actions during a scene.

The storyteller always decides when the story, chapters, scenes, and action sequences begin and end.

Character

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Before starting a story, the storyteller should work with each player to create a unique animal character who has joined the Defenders of the Wild.

To create a character, fill out the character sheet following the guidance detailed in this section. The storyteller should follow the same steps to create all non-player animal characters that will be important to the story. A character sheet is provided for copying on the back cover.

As a player's character comes to life, the storyteller should work with the player to tell a short backstory that includes where the character comes from and why they joined the Defenders. Feel free to reference the first two sections of the Almanac for inspiration. When a story ends, players retire their characters and new characters must be created for subsequent stories.

Questions to help develop a character's backstory

• What was the character's life like before the war?
• What kind of community was the character raised in?
• What about the Commonwood and the Wild does the character feel most connected with?
• What motivated the character to join the Defenders?
• Who is the character's closest friend or family member?
• What is a rumor about the character, true or not?
• What kinds of guilty pleasures or vices does the character have?
• What biases does the character have?

Name

Choose a fitting name for the character.

Animal

Choose from the list of animals on the next page.

Age

Decide on an age for the character. On average, animal lifespans in the Commonwood are similar to those of humans in our world but this varies species by species.

Pronouns

Choose the character's pronouns based on their gender.

Faction

Characters may align with any of the four major factions of the Commonwood as long as they have filled in at least 1 faction node (see Character Web on page 13) of the chosen faction on their character web.

Characters may align with multiple factions as long as they have filled in at least 1 faction node for each of the chosen factions. Characters may also stay independent and unaligned with any major faction, regardless of the faction nodes they have filled in. And characters may change their faction alignment during gameplay as long as they only align with factions that they have filled in faction nodes for.

Description

Write a short narrative description of the character that could include their signature outfit, any identifying physical characteristics, and their general disposition.

Animal

Choose from the list of animals to the right or choose another species if the storyteller allows it. Critters such as insects, crustaceans, and fish are the sprites and faeries of the Commonwood and should not be chosen as player characters. Animals are organized into four types. Each animal type has its own selection of wild abilities that may be chosen from when building the character. Each of these animal types determines how many connected nodes the character starts with on their character web as well as how many of those nodes are action expertises. Each animal type also determines the character's starting health.

BIG FUR

Big Fur animals are larger and tougher.
- Start with 1 action expertise node and 4 additional connected nodes.
- Start with 7 health.

SMALL FUR

Small Fur animals are quick and flexible.
- Start with 1 action expertise node and 5 additional connected nodes.
- Start with 5 health.

SCALY & SLIMY

Scaly & Slimy animals are adaptable and resilient.
- Start with 2 action expertise nodes and 2 additional connected nodes.
- Start with 6 health.

WINGED

Winged animals can fly.
- Start with 1 action expertise node and 4 additional connected nodes.
- Start with 5 health.
- Start with basic flight ability:
  Basic Flight ~ *All winged animals are born with this ability to take flight.* You can fly short distances and hover in the air for short periods of time when you are not carrying heavy items.

BIG FUR

- Antelope
- Bear
- Boar
- Buffalo
- Chamois
- Deer
- Elk
- Ibex
- Jackal
- Leopard
- Lynx
- Mouflon
- Mountain Goat
- Mountain Lion
- Musk Ox
- Porcupine
- Reindeer
- Wild Cat
- Wolf
- Wolverine

SMALL FUR

- Badger
- Bat
- Beaver
- Dormouse
- Fox
- Genet
- Hedgehog
- Lynx
- Mole
- Mongoose
- Mouse
- Porcupine
- Rabbit
- Rat
- Skunk
- Squirrel
- Weasel
- Wild Cat
- Wolverine

SCALY & SLIMY

- Agama
- Chameleon
- Frog
- Gecko
- Newt
- Rock Lizard
- Salamander
- Skink
- Snake
- Toad
- Tortoise
- Turtle
- Viper

WINGED

- Bat
- Cormorant
- Crane
- Crow
- Duck
- Eagle
- Egret
- Falcon
- Finch
- Hawk
- Heron
- Hummingbird
- Ibis
- Jay
- Kingfisher
- Lark
- Magpie
- Osprey
- Owl
- Pelican
- Pheasant
- Raven
- Robin
- Stork
- Vulture
- Woodpecker

Hybrid animal characters (such as a bat) must choose one of the two animal types they are listed under.

The Character Web

There are 3 types of nodes on the character web. Action nodes on the character web determine how many dice to roll when taking significant actions on behalf of characters. Faction and wild nodes provide characters with a wide range of abilities.
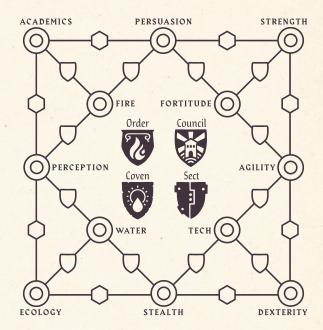
ACTION NODES ⊚

The 12 action nodes are shaped like pairs of concentric circles on the character web. Each action node determines the character's experience in taking the types of actions that it corresponds with. If both the inner and the outer circles of an action node are filled in, the character has an expertise in actions that correspond with that node and rolls 4 dice when taking those actions. If only the inner circle of an action node is filled in, the character has a proficiency in actions that correspond with that node and rolls 3 dice when taking those actions. If neither of the circles of an action node are filled in, the character is a novice in actions that correspond with that node and rolls 2 dice when taking those actions.

• Action node list: back cover

FACTION NODES ⛨

The 12 faction nodes are shaped like shields on the character web. Faction nodes are divided into 4 quadrants corresponding with each of the 4 factions. Each faction quadrant has 3 faction nodes. When a character fills in a faction node they gain 1 of the corresponding faction's abilities. Choose from the corresponding ability list and write the ability name in the abilities column on the right side of the character sheet along with any reminders for how to use it.

• Coven abilities list: page 16
• Order abilities list: page 18
• Council abilities list: page 20
• Sect abilities list: page 22

WILD NODES ⬡

The 8 wild nodes are shaped like hexes on the character web's perimeter. When a character fills in a wild node they gain 1 of their animal type's abilities. Choose from the corresponding ability list and write the ability name in the abilities column on the right side of the character sheet, along with any reminders for how to use it,

• Big Fur abilities list: page 24
• Small Fur abilities list: page 24
• Scaly and Slimy abilities list: page 25
• Winged abilities list: page 25

Creating The Character Web

When creating a Big Fur, Small Fur, or Winged character, always start by filling in the character's single action node expertise. Choose an action node and fill in both the inner and outer circle. The character has an expertise in taking all actions that correspond with this node. When creating a Scaly and Slimy character, always start by filling in the character's two action node expertises.

Each additional action, faction, or wild node filled in on the character web must be adjacent to a node that has already been filled in. A character's animal type determines the number of additional nodes that must be filled in to create the character. When filling in additional action nodes, only fill in the inner circle as an action proficiency. Characters cannot gain additional action expertises.

Adding to the Web during Chapter Breaks

When the storyteller decides players have completed a chapter of the story, gameplay pauses. During the chapter break, all players add an additional node to their character web. The new node must be adjacent to any previously filled in node on the character's web. Fill in the chosen node to give the character the additional action proficiency, faction ability, or wild ability. A player should then tell the backstory of how the character acquired this action proficiency or ability. This could be a story from the character's past, a story related to gameplay in previous chapters, or a story related to the time that is passing during the break between chapters. The storyteller works with the player to determine the final version of the backstory and may modify it to fit the larger story as they deem appropriate.

Health & Damage

An animal's health determines how much damage the animal can have and stay alive in the game. If an animal has more damage than their health, they are either killed or severely injured and must exit the game. For example, a small fur character starts the game with 5 health and can stay alive with up to 5 damage. If the small fur character has 6 damage, they are either killed or severely injured and exit the game. Write the animal's health number in the box labeled 'health' and track damage with tally marks in the space to the left of their health, one for each damage dealt to the animal. When an animal is healed, erase one tally mark for each damage healed. Players typically start each game with zero damage.

Armor & Heavy Items

Armor items reduce damage being dealt to an animal who is carrying the armor by 1. Each armor item is considered a heavy item and an animal can only carry 2 heavy items at a time. Each heavy item decreases all agility and stealth rolls of the animal who carries the item by 1. Write the total number of heavy items the animal is carrying (0, 1, or 2) in the box labeled 'heavy items' and the number of those heavy items that are armor (0, 1, or 2) in the box labeled 'armor'. See items on page 26 for more information.

Support

The storyteller is encouraged to award support to players after completing chapters and difficult tasks or when a player gets lucky. Characters typically start each game with 1 support. Write the amount of support an animal has in the box labeled 'support'.

An animal may spend their support to increase another nearby animal's action or reaction roll. Spending 1 support increases another animal's roll by +1. Support is spent after an action roll and any corresponding reaction roll have both been made, but before the outcome of the action has been resolved. Animals spending support should provide brief narration describing the form that their support is taking.

Multiple support can be spent to increase the same action or reaction roll. Multiple animals can spend their support to increase the same action or reaction roll. Support can increase a roll to 12 or more but this does not make the roll lucky. Some abilities also require spending support to receive various benefits. ❦

Abilities are skills, knowledge, and capabilities that provide animals and mechs with ongoing benefits. Each ability has a specified power but players are also encouraged to frequently make use of their abilities as basic actions when roleplaying their character. A complete index of faction and wild abilities starts on the next page.

A character gains an ability when a faction node or wild node is filled in on their character web during character creation or chapter breaks. When a character gains an ability, write its name in the abilities column on the right side of the character sheet, along with any reminders for using it.

Each ability listing is composed of 4 parts:

(1) The ability name is listed in bold ~ (2) *A narrative description is listed in italics. (*3) One or more sentences details the rules for resolving the ability.
• (4) Any clarifications or further considerations are listed next to bullet points.

For example, Permafrost is a Coven ability:

Permafrost ~ *An icy chill summoned from below freezes your targets to the ground.* Roll water to freeze a nearby target in place until the end of the scene. A frozen animal, mech, or object is unable to move from the location it has been frozen to
• Suggested reaction to avoid freezing: water or fire.

A character with the Permafrost ability may take a significant action using its specified power by rolling water to freeze an animal, mech, or object in place. If Permafrost is used to freeze an animal or mech in place, then the suggested reaction roll for the target of the significant action to avoid being frozen in place could be water or fire based on the storyteller's discretion. If it's used to freeze a significant inanimate object in place, the storytell-

er decides on the fixed difficulty of the significant action based on what makes sense for the story. The character may also use Permafrost as a basic action to freeze insignificant objects in place without making an action roll as long as the storyteller allows it.

ABILITY CLARIFICATIONS

• The storyteller may temporarily restrict usage of abilities if it makes sense for the story.
• Multiple abilities that affect or enhance the same type of action or reaction may be used simultaneously to impact the outcome of a roll.
• Some abilities can only be used by a character that has equipped a specific item.
• Some abilities specify a suggested reaction when the ability is used in direct opposition to an animal or mech. The storyteller may follow this suggestion or may decide another action node is more appropriate for the reaction roll based on the context in the story.
• Some abilities yield items when successfully used such as the Coven's foraging abilities.
• Nodes on the character web added by an ability do not need to be adjacent to existing nodes and count as adjacent when adding subsequent nodes.
• Abilities that specify a fixed range of outcomes fail with a roll of 4 or less.
• Some abilities detail steps for preparation. The storyteller always decides when and where it is possible to take those steps and how long those steps take.
• Some abilities use terms to describe magnitude such as *basic*, *important*, and *crucial*. The storyteller decides what corresponds with each of these magnitudes based on the context of the story.
• The storyteller decides if using an ability that does not require a roll counts as a player's action during an action sequence based on the context of the story. ❧

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FORAGING ABILITIES

Healing Potion ~ *Animals of the Commonwood rely on variations of these bitterberry potions to treat sickness, wounds, and other ailments.* Once per scene with vegetation, roll ecology to forage botanicals for a healing potion that heals damage when consumed.
- Roll 5-7: standard potion heals 2 damage
- Roll 8-11: strong potion heals 4 damage
- Roll 12: excellent potion heals 6 damage

Invigorating Elixir ~ *Drinking this bubbling beverage temporarily boosts one's faculties.* Once per scene with vegetation, roll ecology to forage botanicals for an invigorating elixir that increases one's rolls by +1 when consumed.
- Roll 5-6: standard elixir increases reaction rolls by +1 for 1 scene
- Roll 7-10: strong elixir increases all rolls by +1 for 1 scene
- Roll 11-12: excellent elixir increases all rolls by +1 for 1 chapter

Cloaking Concoction ~ *This brew is a favorite of thieves and rogues.* Once per scene with vegetation, roll ecology to forage botanicals for a cloaking concoction that increases all of one's stealth rolls for 1 scene when consumed.
- Roll 5-7: standard concoction increases by +2
- Roll 8-9: strong concoction increases by +3
- Roll 10-12: excellent concoction increases by +5

Mushroom Visions ~ *You have the unique ability to guide your mind across psychedelic terrains after ingesting moon mushrooms.* Once per scene with vegetation, roll ecology to forage mushrooms that only you may eat to momentarily transport your vision to another location and gain information about that location.
- Roll 5-7: standard mushrooms gain limited info
- Roll 8-10: strong mushrooms gain important info
- Roll 11-12: excellent mushrooms gain crucial info

FAMILIAR ABILITIES

Dragonfly Familiar ~ *These agile insects find joy in completing small tasks.* Roll ecology to perform any nearby or distant small task.
- The more cumbersome and complex the task, the higher the difficulty.

Spider Familiar ~ *Highly intelligent spiders can be terrifying tricksters.* Roll ecology +2 or persuasion +2 to frighten, intimidate, or scare away a nearby animal.
- Suggested reaction to avoid fright: ecology

Mantis Familiar ~ *A wise mantis can provide invaluable advice and guidance.* Once per chapter, roll ecology to gain helpful advice about your mission.
- Roll 5-7: gain limited advice
- Roll 8-10: gain important advice
- Roll 11-12: gain crucial advice

Adelki the Beaver, Potion Stockpiler

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WATER SPELL ABILITIES

Rain of Rust ~ *This water hex makes metal armor rust and wither.* Roll water to decrease a nearby or distant mech's armor by 1 or destroy 1 metal armor item carried by a nearby or distant animal.
• Suggested reaction to avoid rusting: water or fortitude

Permafrost ~ *An icy chill summoned from below freezes your targets to the ground.* Roll water to freeze a nearby target in place until the end of the scene. A frozen animal, mech, or object is unable to move from the location it has been frozen to.
• Suggested reaction to avoid freezing: water or fire

Mystic Mending ~ *You're able to channel healing energy through water meditation.* After extended deep meditation, roll water to heal another nearby animal.
• Roll 5-6: heal 2 damage
• Roll 7-11: heal 3 damage
• Roll 12: heal 4 damage

Bubblemancy ~ *Magic bubbles multiply and pop in the air around you.* Roll water to suspend a nearby inanimate object in a bubble and move it a short distance in any direction.
• The larger, heavier, and more cumbersome the object, the higher the difficulty.

BANDITRY ABILITIES

Smuggler ~ *Your experience with clandestine logistics enables you to carry the heaviest armor, weapons, and objects without being detected.* Carrying heavy items does not decrease your stealth

Flow Like Water ~ *Mystical techniques of liquid movement help you stay agile.* If you are not carrying any heavy items, you may roll water instead of all agility rolls.

Con Artist ~ *You have a disturbing knack for manipulative skullduggery and deception.* If you have a stealth proficiency or expertise, add a persuasion proficiency to your character web.

Ambush ~ *You attack from the shadows and utilize the element of surprise.* If you are attacking a target that is unaware of your presence, increase your action roll by +2.
• Suggested reaction to avoid damage: perception

Pickpocket ~ *Some call it theft, you call it redistributive expropriation.* Roll stealth +2 to gain any small item in possession of another nearby animal or mech.
• Suggested reaction to avoid theft: perception

Zumkin the Salamander,
Swamp Gatherer

FIRE MAGIC ABILITIES

Flame Divination ~ *Stare into the summoned flame to see where your path leads.* Once per chapter, roll fire to summon a small flame and gain helpful information about the future.
- Roll 5-7: gain some information
- Roll 8-10: gain important information
- Roll 11-12: gain crucial information

Ember Strikes ~ *Dangerous arcane flames engulf your punches and kicks.* When you are making an unarmed attack, roll fire to deal an additional +2 damage.
- Suggested reaction to avoid damage: fire or agility

Fiery Fate ~ *Flame visions allow you to switch between alternate timelines.* Once per chapter, you may change a 1 to a 6 or a 6 to a 1 on any nearby animal or mech's roll, including your own.

Storm Summoner ~ *Conjure an enchanted storm cloud to strike down your enemies.* Once per scene if you are outside, roll fire or ecology to summon lightning that deals 3 damage to a nearby or distant target. Deal 5 damage when you get lucky.
- Suggested reaction to avoid damage: fire or ecology

Flesh of Fire ~ *Careful exposure to magical flames has tempered your body to absorb fire.* Once per scene, roll fire for your reaction when being attacked. If your roll is successful, heal the amount of damage you avoided taking.

FAMILIAR ABILITIES

Honey Bee Familiars ~ *The energizing honey of these buzzing friends heightens your senses and puts a spring in your step.* Once per chapter, consume honey to roll perception +1 instead of agility for 1 action sequence.

Firefly Familiars ~ *Team up with these glowing insects to illuminate the darkness.* If you are using your eyes in darkness, you may roll fire +2 instead of all perception rolls.

Flame Sprite Familiars ~ *Playful but easily frightened away, these blobs of sentient flame enhance your connection to fire.* Outside of combat, increase your fire rolls by +3.

Mora the Cormorant, Oracle

ACADEMIA ABILITIES

Cartographer ~ *Your knowledge of geography combined with the maps you carry make you an talented wayfinder.* After detailed consultation of your maps, roll academics to find the safest and easiest route to any location.
• The more dangerous the location, the higher the difficulty.

Pages of Time ~ *Consult your grimoire to turn back the pages of time and rewrite the future.* Once per chapter, roll academics to rewind the story and undo everything that has transpired in the interim. You retain a memory of all that was undone.
• Roll 5-7: rewind a minor event
• Roll 8-10: rewind a minor or important event
• Roll 11-12: rewind a minor, important, or crucial event

Technical Study ~ *A critical reading of many technical manuals gives you insights into the world of machines.* If you have an academics proficiency or expertise, add a tech proficiency to your character web.

Librarian ~ *You constantly consult the small library you carry and give useful advice to others.* After carefully reading multiple pages, roll academics to share info with a nearby animal that increases their next action roll.
• Roll 5-9: helpful info increases by +2
• Roll 10-12: great info increases by +3

Monastic Meditation ~ *Clearing your mind through silent meditation enhances your focus and effectiveness.* After extended quiet meditation, increase any future roll of your choice by +3.

FORESTRY ABILITIES

Arbor Acrobat ~ *You're at home climbing, swinging, and jumping through tree canopies.* If trees are within reach, you may roll ecology +2 instead of all agility rolls.

Controlled Burn ~ *An understanding of fire ecology allows you to set useful and directed fires.* Once per scene near vegetation, roll fire or ecology to ignite a small fire dealing 2 damage to all other nearby animals and mechs that do not immediately flee the area.
• Smoke decreases all perception rolls in the immediate area by 2 until the end of the scene.
• Suggested reaction to avoid fleeing and taking damage: fire

Might of the Oaks ~ *Channel the power of ancient fire oaks into fearsome attacks.* Increase your rolls using any wooden weapon by +1.

Fyan the Wild Cat, Librarian

COMMUNE ABILITIES

Lead from Behind ~ *Comrades are empowered by your guidance and leadership.* At the start of each chapter, roll fortitude to be awarded additional support.
- Roll 5-7: 3 support
- Roll 8-10: 4 support
- Roll 11-12: 5 support

Solidarity ~ *The most powerful weapon you carry during difficult situations is the support you give to others.* Spending your support increases all rolls by +2 instead of +1 during action sequences.

Mutual Aid ~ *Your efforts assisting those in need are well known and animals are always happy to return the favor.* Spend support to gain any item in possession of another nearby animal.
- 1 support: gain basic item
- 2 support: gain important item
- 3 support: gain crucial item

Grizzled Comrade ~ *You've seen it all and have an eclectic range of skills for dangerous situations.* Once per scene, roll fortitude +2 for any roll.

Rally ~ *You're a convincing public speaker and inspire others to join your efforts.* Once per scene, roll persuasion to rally numerous nearby animals to attempt any task with you.
- Roll 5-7: rally 2 animals
- Roll 8-10: rally 4 animals
- Roll 11-12: rally 8 animals

FAMILIAR ABILITIES

Ant Familiars ~ *Colonies of ants living among animal settlements share what they see and hear around town.* If you are in a village or town, increase your perception rolls by +2.

Caterpillar Familiar ~ *When not eating, your caterpillar friend helps you navigate habitats and the cycles of the Wild.* Increase your ecology rolls by +1.

Eegron the Stork, Agronomist

GUARD ABILITIES

Grit of the Guard ~ *You refuse to relent, even when your own blood is spilled.* During combat, take 1 damage to immediately reroll any failed roll and increase by +3.

Field Medic ~ *You carry a stocked medic kit to treat wounded animals wherever you find them.* Once per scene, heal 2 damage from a nearby animal.

Armored Guard ~ *You've trained to move quickly and efficiently when wearing armor.* Armor does not decrease your agility and stealth.

Shield Guard ~ *Defensive shield tactics help you protect your comrades.* Once per scene if you are carrying a shield, you may reduce any amount of damage being dealt to another nearby animal down to 1.

Fray Fighter ~ *You prefer to jump straight into the fray when equipped with the right weapons.* When you are attacking with a melee weapon, increase your action roll by +1.

Heavy Armaments ~ *You wield the heaviest and most brutal weapons with frightening accuracy.* If you are attacking with a heavy weapon, increase your action roll by +1.

Beer Brawl ~ *After a few rounds, you become increasingly daring and dangerous.* Once per chapter after drinking alcohol in an action sequence, increase all your rolls by +1 until the end of the sequence.
- After the sequence, decrease all your rolls by 2 until you rehydrate and eat a good meal.

BAKING ABILITIES

Fresh Bread Recipe ~ *A fresh loaf provides the sustenance needed for a day's hard work.* Once per scene with access to water and fire for baking, roll fortitude or fire to bake fresh bread. When eaten, bread increases all of one's rolls for 1 node of choice for 1 scene. Animals can only eat 1 loaf of bread per day.
- Roll 5-6: Standard bread increases by +1
- Roll 7-9: Good bread increases by +2
- Roll 10-12: Great bread increases by +3

Sweet Treats Recipe ~ *Animals can't resist your baked desserts.* Once per scene with access to water and fire for baking, roll fortitude or fire to bake sweet treats that can be given to an animal or group of animals to help persuade them by increasing a persuasion roll.
- Roll 5-6: Standard treat increases the roll by +4
- Roll 7-9: Tasty treat increases the roll by +5
- Roll 10-12: Delicious treat increases the roll by +6

Henk the Mole,
Commune Cook

HACKING ABILITIES

Punchcard Hacker ~ *Hijacking machine punchcard systems is a risky but powerful way to issue new orders to mechs.* Roll tech to punchcard hack a nearby mech and order it to complete any 1 simple task.
• Suggested reaction to avoid hacking: tech

Signal Scramble ~ *Your custom whistle unleashes a high pitched noise inaudible to animals that temporarily disorients all mechs in the area.* Once per scene, roll tech to decrease all nearby mech's perception rolls by 3 until the end of the scene.
• Suggested reaction to avoid scrambling: tech

Locksmith ~ *Even the most advanced locks on doors and safes can be cracked with your skills.* Roll dexterity or tech +2 to open or close any lock.
• The more advanced the lock, the harder the difficulty.

Mathematician ~ *By consulting your strange abacus, you can learn much from the mathematical patterns connecting all things.* If you have a dexterity proficiency or expertise, add an academics proficiency to your character web.

Salvager ~ *What looks like mechanical wreckage to others appears full of potential to you.* Roll tech +1 to salvage useful items from a destroyed mech.
• The more damaged the mech, the harder the difficulty.
• Examples of salvaged items: moon crystals, armor, punch cards, and dynamite

FAMILIAR ABILITIES

Mechapet ~ *This mechanical flying insect can scout around your location, chirping back its findings.* You may roll tech +2 instead of perception when surveilling and scouting around your location.
• Must be charged under a full night of direct moonlight to use the following day.

Beetle Familiar ~ *This mysterious insect carries deep knowledge of subterranean realms.* Roll stealth +2 to find underground tunnels and other secret passageways or rooms.
• The more important the secret area, the harder the difficulty.

*Riiz the Rabbit,
Party Pyrotechnician*

INVENTIONS ABILITIES

Ingenious Inventor ~ *You always find ways to improvise and invent gadgets, no matter the situation.* Once per scene, roll tech to invent a useful assorted item as long as you can tell a plausible story for how you acquired the necessary materials.
- The more specialized and complex the invention, the higher the difficulty.

Target Lock ~ *Your mechanical monocle uses crystal-powered lenses to identify and track danger.* Once per scene, lock on to 1 target of your choice. Increase all your rolls opposed to that target by +2 until the end of the scene.
- Must be charged under a full night of direct moonlight to use the following day.

Exoskeleton ~ *When strapped into your crystal-powered exoskeletal suit, mechanical enhancements magnify your might.* You can lift and carry enormous objects. Increase your strength rolls by +1.
- Must be charged under a full night of direct moonlight to use the following day.

Ballistics ~ *Your crystal-powered modifications for rocket launchers, muskets, and other ranged weapons vastly increase their accuracy.* When you are attacking with a ranged weapon, increase your action roll by +2.
- Must be charged under a full night of direct moonlight to use the following day.

Rocketeer ~ *A crystal-powered rocket pack gives you the power of flight.* Roll tech to hover in the air for short periods of time or fly short distances.
- The farther and longer you fly, the harder the difficulty.
- Must be charged under a full night of direct moonlight to use the following day.

MINING ABILITIES

Metal Detector ~ *Your senses are tuned to the subtle vibrations present in all metals.* Roll perception +3 when attempting to detect any nearby or distant metallic object including mechs.
- The smaller and more distant the metallic object, the higher the difficulty

Underground DJ ~ *Your portable gramophone sound system unleashes otherworldly beats bringing cathartic joy to those in need of sharing a good time.* Once per chapter, roll dexterity to DJ a dance party that rewards support to nearby partying animals of your choice.
- Roll 5-6: award 2 support to 1 animal
- Roll 7-10: award 2 support to 2 animals
- Roll 11-12: award 2 support to 3 animals

Explosives ~ *Demolition tech used for mining comes in handy when fighting your enemies.* Once per scene when you are attacking with a rocket launcher or dynamite, deal +2 additional damage.

Mineral Fiend ~ *These dangerous mineral powders give you a stimulating boost when you need it most.* Once per scene, take 1 damage to increase all your rolls by +1 until the end of the scene.

Durwyn the Eagle, Drone Tech

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BIG FUR ANIMALS

Sleep It Off ~ *A good night's sleep is your favorite antidote to a rough day.* Heal all damage after a deep sleep.

Extra Padding ~ *All that fur and fat gives you additional protection.* Increase your health by 2.

Bear Hug ~ *You're protective of your comrades and defend them from danger.* Once per scene, take 1 damage to block any amount of damage being dealt to another nearby animal.

Big & Fearsome Heart ~ *A warm affect and intimidating stature can be a convincing combination.* Increase your persuasion rolls by +1.

Primal Weapon ~ *Your bites and blows are capable of inflicting brutal damage.* If you are making an unarmed attack, deal an additional +2 damage.

Belly Laugh ~ *Comrades find comfort and reassurance in your deep bellowing laughter.* Once per scene, laugh at the situation to award 1 support to a nearby animal of your choice.

Trample~ *Charging at your enemies catches them by surprise.* If you have a running start, increase your action roll by +2 when you are making an unarmed attack or an attack using a melee weapon.

Heavyweight Warrior ~ *Strong arms help you carry and wield cumbersome weapons with ease.* Carrying 1 heavy weapon of your choice does not count towards your limit of carrying only 2 heavy items.

SMALL FUR ANIMALS

Quick Learner ~ *Your clever mind allows you to pick up a wide range of skills.* Immediately fill in another connected node on your character web.

Pack Rat ~ *All that hoarding can occasionally be useful.* Once per scene, reach into your pockets or bag to pull out and gain any small object as long as you can tell a plausible story for how you acquired it.

Little Bit of Luck ~ *Fortune sometimes favors the little guy.* Get lucky whenever you roll either 11 or 12.

Nimble Paws ~ *Slight and precise paws are perfect for dexterous tasks.* Increase your dexterity rolls by +1.

Light Fighter ~ *You're a tiny terror when wielding smaller weapons.* Increase your rolls using any light weapon by +1.

Fast Fury ~ *It's amazing what you can accomplish in the blink of an eye.* Once per scene, take an extra action immediately after taking any action during an action sequence.

Hideaway ~ *When danger is near, sometimes it's most wise to hide.* Increase your stealth roll rolls by +3 when attempting to hide.

Small & Speedy ~ *Quick moving tiny feet have saved you more than once.* Increase your agility rolls by +3 when attempting to run.

SCALY & SLIMY ANIMALS

Regeneration ~ *Your body has the unique capacity to heal and reconstruct itself.* Spend 1 support to heal 2 damage you have taken.

Advanced Adaptation ~ *The speed at which you learn and evolve is shocking.* Upgrade an action proficiency to an expertise on your character web.

Rare Mutation ~ *Some may frown upon your abnormality but you know it's your special power.* Gain 1 wild ability from any other animal type.

Primordial Power ~ *An ancient reptilian resilience runs in your blood.* Increase your fortitude rolls by +1.

Friend of the Fishes ~ *You're conversationally fluent in difficult water critter languages.* Once per scene near a body of water, roll water or ecology to ask a water critter for helpful information about happenings in nearby habitats.
• Roll 5-7: gain limited info
• Roll 8-10: gain important info
• Roll 11-12: gain crucial info

Venom Glands ~ *You secrete a dangerous substance that is poisonous to animals and corrodes metals.* Once per chapter, deal an additional +3 damage when you make any attack.

Hyper Hop ~ *Jumping incredible distances and to incredible heights comes naturally to you.* Roll agility +3 to jump far above or beyond a normal distance.
• The farther or higher the jump, the harder the difficulty.

Thick Skinned ~ *Scales and rubbery skin give you little need for armor.* When you are not carrying an armor item, your skin reduces damage being dealt to you by 1.
• Your skin cannot reduce damage to zero.

WINGED ANIMALS

World Traveler~ *Flying has allowed you to visit and learn from a wide range of animal communities.* Gain 1 faction ability from any faction.

Heavy Hauler ~ *Strong wings allow you to carry hefty loads when flying.* When flying, you may carry heavy items.

Airborne Endurance ~ *You make staying aloft and soaring long distances look effortless.* When flying, you are able to stay airborne and hover for many hours without touching the ground.

Dive Bomb ~ *Unfortunately for your enemies, death comes from above.* Once per scene when above a target, you may dive bomb the target when you are making an unarmed attack or an attack using a melee weapon to deal an additional +2 damage.

Swift Grace ~ *You glide quickly and precisely along air currents.* When flying or hovering, increase your agility rolls by +2.

Night Owl ~ *You are most comfortable and most alert after the sun has set.* At night, increase all of your reaction rolls by +1.

Eagle Eye ~ *Your bird's eye view spots many things that others miss.* If flying high and using your eyes, increase your perception rolls by +2.

Featherlight Bones ~ *Being light as a feather has many advantages even if it makes you fragile.* Reduce your health by 1 and increase all your rolls by +1 when you have not taken any damage.

Items

Items are any kind of physical objects that characters can carry and use including armor, weapons, tools, food, and potions.

Players primarily obtain items during chapter breaks but they can also acquire items during scenes of gameplay at the storyteller's discretion. When a character gains an item, write its name in the items section at the bottom of the character sheet along with any reminders for using it. The character is now carrying that item and may use it as they see fit unless the storyteller decides otherwise. The storyteller may confiscate, destroy, and restrict usage of items if it makes sense for the story. When a character is no longer carrying an item, erase if from the character sheet.

Heavy Items

Heavy items are any large, cumbersome, or heavy objects. All armor items and all heavy weapon items are considered heavy items. The storyteller always decides which other items qualify as heavy items.

- **Heavy items decrease agility and stealth.**
  Each heavy item decreases agility and stealth rolls by 1 for the animal who is carrying the item. If an animal is carrying 2 heavy items, their agility and stealth rolls are decreased by 2.

- **Animals may only carry 2 heavy items at a time.**
  Write the number of heavy items an animal is carrying (0, 1, or 2) in the box on the character sheet labeled 'heavy items'.

Armor Items ~ see Armor table on next page

Armor items reduce damage being dealt to the animal who is carrying the armor item by 1. If an animal is carrying 2 armor items, damage being dealt to that animal is reduced

by 2. Armor cannot reduce damage to zero. A successful attack action will always deal at least 1 damage to its target.

Types of armor items include shields, plating, woven reed vests, helmets, and anything else the storyteller deems appropriate. All armor items are considered heavy items and animals may only carry 2 heavy items at a time. Write the number of armor items an animal is carrying (0, 1, or 2) in the box on the character sheet labeled 'armor'. Make sure to also update the 'heavy items' box. For more information on Health & Damage see page 14.

Weapon Items ~ see Weapons tables on next page

Weapon items increase the amount of damage a character can deal to a target with a successful attack action roll. Some weapons also increase the range of attack actions.

Each weapon specifies the action node that must be used when making an attack action roll using the weapon. Some abilities may also allow the use of alternate action nodes with various weapons. Melee weapons can only be used to deal damage to nearby targets. Ranged weapons can be used to deal damage to nearby or distant targets. The storyteller should always consider factors such as line of sight, plausible range, visibility, or other possible obstructions when deciding whether or not a specific weapon can be used for a specific attack action. When using weapons such as a bow or a musket, do not track ammunition, arrows, etc. The weapon item may always be used unless the storyteller decides that restricting the ammunition makes sense for the story.

- **Light weapons** deal 2 damage to a target with a successful attack action roll.

- **Heavy weapons** deal 3 damage to a target with a successful attack action roll but are considered heavy items. When carrying a heavy weapon, make sure to update the 'heavy items' box on the character sheet.

Single Use Items ~ see Single Use table below

Single use items provide a wide range of one time benefits. After a single use item is used, erase it from the items section of the character sheet.

Assorted Items

Assorted items that have no specified benefit can still impact action or reaction rolls as the storyteller sees fit by adding a modifier to the roll based on the item. For example, if an animal is attempting to repair a gadget and wants to use a wrench item that has no specified benefit, the storyteller may still choose to add a +1 advantage to the technology roll if they think that using the wrench increases the chances of success. Powerful items that add modifiers higher than +1 should be exceedingly rare.
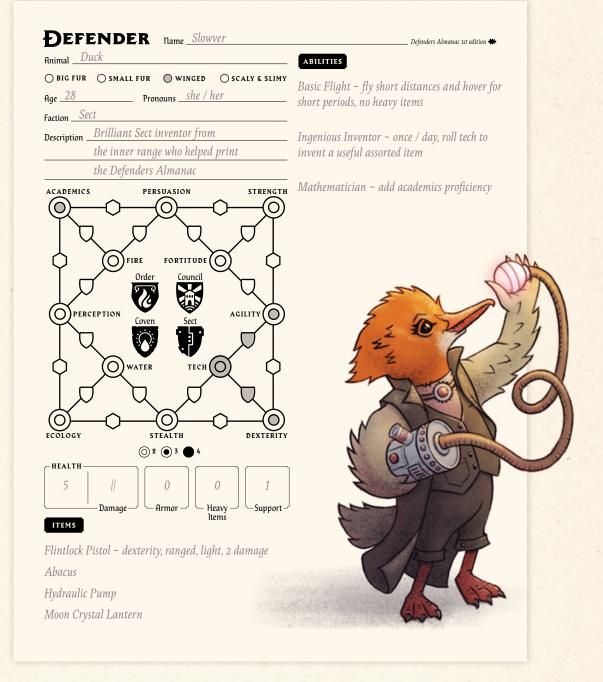
Custom Items

The storyteller may create custom items that follow the rules detailed for each item type. Ghlint's character sheet on page 130 has examples of custom weapon and armor items. ❧

WEAPONS	Action	Range	Weight	Damage
Short Sword, Scimitar, Club, Hammer	Strength	Melee	Light	2
Knife, Sickle, Staff	Dexterity	Melee	Light	2
Throwing Axe	Strength	Ranged	Light	2
Bow, Sling, Flintlock Pistol	Dexterity	Ranged	Light	2
Long Sword, Battle Axe, Mace	Strength	Melee	Heavy	3
Scythe	Dexterity	Melee	Heavy	3
Crossbow, Musket	Dexterity	Ranged	Heavy	3
Rocket Launcher	Tech	Ranged	Heavy	3

ARMOR	Use	Disadvantage
Shield, Chainmail, Metal & Ceramic Plating, Padded Vest, Woven Reeds, Helmet	Reduce damage by 1. Armor cannot reduce damage to zero	Heavy items decrease agility and stealth rolls by 1

SINGLE USE	Use
Mountain Tea	Heals 1 damage when consumed
Healing Potion	Heals 2 damage when consumed
Invigorating Elixir	Increase all reaction rolls by +1 for 1 action sequence when consumed
Cloaking Concoction	Increase all stealth rolls by +2 for 1 scene when consumed
Bread	Increase all rolls for 1 node of choice by +1 for 1 scene when eaten. Limit 1/day
Sweet Treat	Give to animals to help persuade them. Increase the persuasion roll by +4
Punch Card	Roll tech to punchcard hack a nearby mech and order it to complete any 1 simple task. Suggested reaction to avoid hacking: tech
Molotov	Roll fire or dexterity to throw a molotov and deal 1 damage to each target in a nearby or distant group
Dynamite	Roll tech to detonate dynamite and deal 3 damage to all nearby targets. May be thrown at distant targets or placed with a delayed fuse

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Defender

Name _Slowver_

Animal _Duck_

○ BIG FUR   ○ SMALL FUR   ● WINGED   ○ SCALY & SLIMY

Age _28_   Pronouns _she / her_

Faction _Sect_

Description _Brilliant Sect inventor from_
the inner range who helped print
the Defenders Almanac

ACADEMICS   PERSUASION   STRENGTH

FIRE   FORTITUDE

Order   Council

PERCEPTION   AGILITY

Coven   Sect

WATER   TECH

ECOLOGY   STEALTH   DEXTERITY

○ 2   ● 3   ● 4

HEALTH

5	//	0	0	1
	Damage	Armor	Heavy Items	Support

ITEMS

Flintlock Pistol ~ dexterity, ranged, light, 2 damage

Abacus

Hydraulic Pump

Moon Crystal Lantern

ABILITIES

Basic Flight ~ fly short distances and hover for short periods, no heavy items

Ingenious Inventor ~ once / day, roll tech to invent a useful assorted item

Mathematician ~ add academics proficiency

DEFENDER

Name _____

Animal _____

ABILITIES

◯ BIG FUR   ◯ SMALL FUR   ◯ WINGED   ◯ SCALY & SLIMY

Age _____   Pronouns _____

Faction _____

Description _____

_____

_____

ACADEMICS   PERSUASION   STRENGTH

FIRE   FORTITUDE

Order   Council

PERCEPTION   AGILITY

Coven   Sect

WATER   TECH

ECOLOGY   STEALTH   DEXTERITY

◎ 2   ◉ 3   ⬤ 4

HEALTH

Damage   Armor   Heavy Items   Support

ITEMS

ACTION NODE

CORRESPONDENCES

◎ ACADEMICS

- Knowledge of common routes, roads, bridges, towns, & other locations
- Recollection of important facts, notable animals, weather forecasts, etc
- Understanding history & its impact on the present
- Bibliomancy

◎ FIRE

- Using fire magic to cast spells
- Starting a fire for warmth, cooking, to create smoke, to burn something, etc.
- Extinguishing a fire
- Withstanding fire without taking damage

◎ PERCEPTION

- Acute awareness of surroundings
- Using senses for detection, surveillance, & scouting
- Sensing the truth & detecting lies

◎ WATER

- Using water magic to cast spells
- Finding water sources
- Waterway navigation
- Swimming and withstanding water

◎ ECOLOGY

- Navigation through habitats
- Foraging herbs for potions & elixirs
- Knowledge of climate & habitats
- Communication with most critters

◎ STEALTH

- Hiding and sneaking
- Lying and hiding motives
- Clandestine communication
- Wearing disguises
- Deception & trickery

◎ TECH

- Hacking mechs & machines
- Repairing and understanding gadgets and machines
- Using a rocket launcher & dynamite
- Inventing and using gadgets

◎ DEXTERITY

- Using melee weapons such as a knife, sickle, staff, or scythe
- Using ranged weapons such as a bow, sling, flintlock pistol, crossbow, or musket
- Nimble unarmed attacks
- Playing musical instruments
- Fine motor skills

◎ AGILITY

- Dodging damage during combat
- Moving quickly & running
- Jumping, climbing, & balancing
- Flying (winged animals)

◎ STRENGTH

- Using melee weapons such as a sword, club, hammer, battle axe, or mace
- Using ranged weapons such as a throwing axe
- Brute force unarmed attacks
- Lifting, carrying, and moving heavy objects
- Breaking things

◎ FORTITUDE

- Withstanding physical hardship like pain and extreme temperatures
- Withstanding mental & emotional stress
- Laboring and working hard
- Stamina & endurance
- Courage

◎ PERSUASION

- Charming other animals
- Convincing other animals
- Rallying other animals
- Intimidation of other animals