

The Beastborn



You were born in the wilderness, in the shape of a Beast. Somehow you were brought into Human society and assumed a role to protect yourself. You are more comfortable as a Beast than most, but your Human needs still drive you to find safety and companionship. The call of the wild is often so strong, you let your mundane companions down.

Player Name & Pronoun

Character Name & Pronoun

Bloodline

Birth Month

Habits

Add 1 to any one of these.

Easy (1)

Tactful (0)

Subtle (2)

Generous (0)

Human Ability

The Beastborn has an extra two stress boxes on their Beast forms to resist turning involuntarily.

Advanced Ability

When you offer the comfort someone needs, remove one stress and roll +Generous. On 10+, pick two. On 7-9, pick one.

- You do not mark exposure.
- You remove one additional stress from their stress track.
- You do not take stress.

Human Form Goals

As a Human, help a Beast complete their seasonal task to gain their trust.

Apologize to and reconcile with someone who you failed.

Gain the respect of your community through positive action.

New Goal: _____

New Goal: _____

New Goal: _____

Identity Questions

How would a stranger describe you physically?

What do you think of yourself?

What do you wish you could be?

Background Questions

How did you find your mundane family?

How do you tell people you found your mundane family?

Player Character Relationships

Who have you disappointed by not showing up?

Who did you help make peace with their Beast when they lost control?

Non-player Character Relationships

Someone you share a space with:

Name: _____ Exposure: | | | | |

Description: _____

A troubled professional relationship:

Name: _____ Exposure: | | | | |

Description: _____

Town Exposure: | | | | | | | | | |

Stress

Human:

Beast:

The Confidante



You don't ask for much in life, just for some peace and quiet, and for people to listen to you once in a while. Well, nobody seems in on that plan, so you spend most of your days hearing pieces of everybody's secrets, even through walls. And yet, no one listens when you cry "wolf!" Though, maybe that's a good thing.

Player Name & Pronoun

Character Name & Pronoun

Bloodline

Birth Month

Habits

Add 1 to any one of these.

Easy (0)

Tactful (1)

Subtle (0)

Generous (2)

Identity Questions

How would a stranger describe you physically?

What do you think of yourself?

What do you wish you could be?

Background Questions

When is one time you've taken your own advice and it served you well?

What is an important secret you've been told that you haven't shared with anyone except your fellow shifters?

Human Ability

When you spend time with someone who needs to vent, they spill the beans. You may ask the Town Manager one of these questions. The character will answer it without being asked, with a piece of their secret (a person, place, thing, or idea) slipping out.

Who do they really care about?

What are they in need of?

How can I help them?

Advanced Ability

If NPCs who confide in you follow your advice, they are more likely to succeed. When you give someone advice, roll +Generous. On a 10+, they use your advice, succeed, and give you credit. On a 7-9, they succeed, but no credit is given - again. If a fellow shifter takes exposure or stress while following your advice, the first mark is ignored.

Human Form Goals

Find out the whole secret behind something you've been told, without violating anyone's trust.

Take a fellow shifter's advice over your own.

Use secrets to help solve a larger problem in the town

New Goal: _____

New Goal: _____

New Goal: _____

Player Character Relationships

Who has actually listened to your advice?

Who spilled one of your secrets?

Non-player Character Relationships

Someone who you trust.

Name: _____ Exposure: | | | | |

Description: _____

Someone who has confessed too much.

Name: _____ Exposure: | | | | |

Description: _____

Town Exposure: | | | | | | | | | |

Stress

Human:

Beast:

The Heir



Your family has plans for you, and you must live up to them. In public, you will further the family business and never disappoint. In private, you'll keep the family secret that you, like those before you, can shift - a secret kept quiet for a long time. The responsibility rests on your shoulders to be everything your family wants you to be. The only choice for you is how.

_____ *Player Name & Pronoun*

_____ *Character Name & Pronoun*

_____ *Bloodline*

_____ *Birth Month*

Habits

Add 1 to any one of these.

Easy (1)

Tactful (1)

Subtle (1)

Generous (0)

Identity Questions

How would a stranger describe you physically?

What do you think of yourself?

What do you wish you could be?

Background Questions

Is being a shifter in your family a shame, or a gift?

How much of your family's success is due to their shifter powers?

Human Ability

The Heir has an extra two stress boxes on their Human form to resist turning.

Advanced Ability

When you use your family's influence to get someone out of trouble, roll +Easy. On 10+, pick two. On 7-9, pick one.

- This won't come back to haunt them.
- You don't mark stress.
- Your family doesn't hear about it

Human Form Goals

Satisfy the unasked request of a family member without using any shifter powers.

Make a change in the community and put your name on it - not your family's.

Take the blame for another shifter's mistake.

New Goal: _____

New Goal: _____

New Goal: _____

Player Character Relationships

Who has been hurt by your family?

Who have you saved with your knowledge of shifter lore?

Non-player Character Relationships

Someone who used to be proud of you:

Name: _____ Exposure: | | | | |

Description: _____

Someone who gives you freedom:

Name: _____ Exposure: | | | | |

Description: _____

Town Exposure: | | | | | | | | | |

Stress

Human:

Beast:

The Late Bloomer



You were, and had always been, normal. You had a life as a Human that was outright mundane, and it was satisfying. There were days when you looked out the window and felt a stirring in your heart, but that was all, until your Beast burst forth. Now, you see the world with new eyes, and struggle to find your footing while you straddle both worlds, wondering which side will slip first.

Player Name & Pronoun

Character Name & Pronoun

Bloodline—leave blank

Birth Month

Habits

Add 1 to any one of these.

Easy (0)

Tactful (1)

Subtle (0)

Generous (2)

Human Ability

When the Late Bloomer is in a scene, other characters ignore the first mark of exposure from powers or Struggles.

Advanced Ability

The Late Bloomer can clear exposure from other shifters, for any impacted NPC. When you use your Human reputation to ease someone's suspicions, remove one mark of exposure from their NPC's track and roll +Tactful. On a 10+, you succeed and remove one mark of exposure from their town track as well. On a 7-9, mark your own town exposure once.

Human Form Goals

Help another shifter complete one of their Human goals.

Find out what bloodline you belong to.

Connect with a mundane you know as an unrevealed Beast.

New Goal: _____

New Goal: _____

New Goal: _____

Identity Questions

How would a stranger describe you physically?

What do you think of yourself?

What do you wish you could be?

Background Questions

What recent wild encounter brought out your Beast?

How do you explain your absences to people you know?

Player Character Relationships

Who found you when you turned the first time?

Who have you wielded your social status as a weapon against?

Non-player Character Relationships

The person who knows every secret but this:

Name: _____ Exposure: | | | | |

Description: _____

The person you take care of:

Name: _____ Exposure: | | | | |

Description: _____

Town Exposure: | | | | | | | | | |

Stress

Human:

Beast:

The Lover



You know yourself well, and you know that your life isn't complete without companionship. There are many ways you might seek it, but more than anything, you want to have another to fill your moments with and be a part of you. To outsiders, you can appear desperate or lonely, but your motivations are yours alone. To be truly yourself, you need more than one heart.

Player Name & Pronoun

Character Name & Pronoun

Bloodline

Birth Month

Habits

Add 1 to any one of these.

Easy (0)

Tactful (0)

Subtle (1)

Generous (2)

Identity Questions

How would a stranger describe you physically?

What do you think of yourself?

What do you wish you could be?

Background Questions

If someone asked, what would you say drives you to find love?

Who was the last person you loved and why did they leave you?

Human Ability

When with a person they love, the Lover does not mark their first stress in that scene.

Advanced Ability

When you tell a secret about yourself or someone you love (with their permission), you can change someone's mind, one way or the other. Roll +Generous. On a 10+, choose two. On a 7-9, choose one.

- Convert one mark of exposure from the town or from an NPC's exposure track from negative to positive.
- You do not take stress.
- The secret does not spread.

Human Form Goals

Help a fellow shifter mend a relationship that was broken.

Build a relationship you know you will need to end, and end it.

Change a bloodline's long-held belief through the perspective of your love.

New Goal: _____

New Goal: _____

New Goal: _____

Player Character Relationships

Who once spurned you?

Who do you go to when your heart breaks?

Non-player Character Relationships

Someone who makes your knees weak:

Name: _____ Exposure: | | | | |

Description: _____

Someone who makes your skin crawl:

Name: _____ Exposure: | | | | |

Description: _____

Town Exposure: | | | | | | | | | |

Stress

Human:

Beast:

The Organizer



When there is something to be done, you get it done. You are well-known for being a good planner, and can coordinate groups from intimate to extravagant. It comes naturally to you to make events and social experiences real. The downside is that sometimes you fade into the background, concerned with the fine details. You find yourself challenged with finding a place at the table.

Player Name & Pronoun

Character Name & Pronoun

Bloodline

Birth Month

Habits

Add 1 to any one of these.

Easy (0)

Tactful (2)

Subtle (0)

Generous (1)

Identity Questions

How would a stranger describe you physically?

What do you think of yourself?

What do you wish you could be?

Background Questions

What is an event you know you will need to plan someday, but dread?

What must you always remember to do to succeed?

Human Ability

When the Organizer is with other shifters, anyone in group can accept the negative results of a struggle or power.

Advanced Ability

When you plan ahead, things go just like you expect. At the start of a scene you've planned for, the first time you test a struggle in that scene, you can take a 10 on the roll.

Human Form Goals

Help members of different bloodlines come to agreement on a contentious matter.

Explore a secret local place without plans and make something memorable with what you find.

Help another shifter make sense of a disorganized life.

New Goal: _____

New Goal: _____

New Goal: _____

Player Character Relationships

Who didn't show up when it really mattered?

Who would be lost without you?

Non-player Character Relationships

Someone who always wrecks your plans:

Name: _____ Exposure: | | | | |

Description: _____

A close friend you rely on:

Name: _____ Exposure: | | | | |

Description: _____

Town Exposure: | | | | | | | | | |

Stress

Human:

Beast:

The Overachiever



You want to do everything perfectly. Everything. Regardless of the source of your drive, you set your goals high and you push until you meet them. It may have strained your relationships, unless you've gotten that just right, too. Your achievements until now are obvious to others, but you appear dissatisfied. Maybe you just haven't found perfection.

Player Name & Pronoun

Character Name & Pronoun

Bloodline

Birth Month

Habits

Add 1 to any one of these.

Easy (2)

Tactful (1)

Subtle (0)

Generous (0)

Identity Questions

How would a stranger describe you physically?

What do you think of yourself?

What do you wish you could be?

Background Questions

What is the one time you've ever felt satisfied with your work?

What is the most important goal you have yet to achieve?

Human Ability

The Overachiever always has to up their game even when they succeed. After any roll with a 7+ result, their next roll is automatically a 10.

Advanced Ability

When you work hard to help another person accomplish a complicated task, roll +Ease. On a 10+, your efforts are rewarded and the task is completed. The storyteller fills the progress track for that task. On a 7-9, they make progress, but there is more work to be done. The storyteller fills all but one mark of the progress track.

Human Form Goals

Take something you've done and do it better.

Help another shifter succeed at something you've failed.

Find an opportunity to grow, and give it to someone else in the community.

New Goal: _____

New Goal: _____

New Goal: _____

Player Character Relationships

Who has helped you without expecting reciprocity?

Who got in the way of something you wanted?

Non-player Character Relationships

Someone who has always supported you:

Name: _____ Exposure: | | | | |

Description: _____

Someone who thinks you're not enough:

Name: _____ Exposure: | | | | |

Description: _____

Town Exposure: | | | | | | | | | |

Stress

Human:

Beast:

The Showoff

If there was a circle of fire for you to ride a motorcycle through every day for breakfast, you'd do it. You live for attention and crave action, at almost any expense. You invigorate others to do things they never would have dreamed, but don't know how to chill when the time is right.

_____ *Player Name & Pronoun*

_____ *Character Name & Pronoun*

_____ *Bloodline*

_____ *Birth Month*

Habits

Add 1 to any one of these.

Easy (3)

Tactful (0)

Subtle (0)

Generous (0)



Identity Questions

How would a stranger describe you physically?

What do you think of yourself?

What do you wish you could be?

Background Questions

Who have you lost because you went too far?

What thrills you most about becoming a Beast?

Human Ability

The Showoff is more than willing to draw attention to get things done. They can mark exposure to add the turn die as a 6.

Advanced Ability

The Showoff is expected to be ridiculous, so sometimes people just write their actions off as nonsense. When you spin a tall tale to cover your ass or somebody else's, roll +Easy. On 10+, reduce your Town exposure by 1 or transfer a mark from someone else's Town exposure to your track. On 7-9, reduce either your or their town exposure by 1, but increase an individual NPC's exposure by 1.

Human Form Goals

Help another shifter safely expose their identity on purpose.

Respect your bloodline by following the rules when breaking them would work better.

Accomplish something so badass that even your detractors are impressed.

New Goal: _____

New Goal: _____

New Goal: _____

Player Character Relationships

Who is tired of your antics?

Who can you count on to have your back?

Non-player Character Relationships

A person you are accountable to:

Name: _____ Exposure: | | | | |

Description: _____

Someone who wants to be as badass as you:

Name: _____ Exposure: | | | | |

Description: _____

Town Exposure: | | | | | | | | | |

Stress

Human:

Beast:

A Bear

Bears are big, fuzzy omnivores. They are very strong, surprisingly fast, and have little hesitation when it comes to protecting the things and creatures they care about. They have dens where they hibernate in the winters, and yes, they do love honey

Instincts

Primal	0
Honest	2
Forceful	2
Amoral	0



Beast Powers

Take the following power and choose 1 more:

Den—You have a secret place you can retreat to, safe from the elements and from anyone who wants to trouble you. Your den is a safe house from any territorial powers or claims.

I Got You—You are a force to be reckoned with. When another creature requires protection and you choose to give it, roll +Forceful. On a 10+, choose two. On a 7-9, choose one.

- They are unharmed.
- You don't mark stress.
- No blood is spilled.

The Good Stuff—You have stores all over the place that no one knows about with the best of the best in perishables. When you want to impress or comfort someone, you have what they need.

Friendly—You easily make friends, whether it's because people think you're cuddly, or they know you will protect them. When you want to create a bond of friendship, roll +Honest. On 10+, choose two. On 7-9, choose 1.

- They trust you and will not take advantage of you.
- They will give you something you ask for.
- You don't worry about their friends.

Hibernate—If you are overwhelmed, return to your den where you feel secure. When you rest in your den, you can erase one stress.

Beast Form Goals

At the start of each season, erase any check mark in that season's goal.

Spring: Find someone like you and take them to your den.

Summer: Find something sweet, gorge on it, and store the rest.

Fall: Prepare your den and your body for winter.

Winter: Sleep until someone misses you.

A Bison

Bison are large, herd land mammals whose natural life breed a sense of community and compassion for those within the herd. In defense, they can be a tenacious and powerful foe.



Instincts

Primal	1
Honest	2
Forceful	1
Amoral	0

Beast Powers

Take the following power and choose 1 more:

Animal Group: Herd—When with your herd, you cannot generate exposure with mundane humans. You can generate exposure with your herd, and risk expulsion from the herd if they discover you. Name your closest herd mate _____, and a family member _____.

Battering Ram—When there is an immediate threat, you can respond and knock any opponent flat with no roll. You may use this once per scene, but the opponent can take no further hostile action within the scene.

Clear the Trail—If you want to hide trails, damage property, or cause a disturbance, you can gather your herd to stam-pede. Roll +Forceful. On 10+, don't mark exposure with your herd. On 7-9, you draw attention from mundane authorities to your herd and mark one exposure with your herd.

Wallow—When you commune with those you care about, in any shifting form, you may ease their stress. Take one mark off of both of everyone's stress tracks.

Sensible—When conflict arises, you can plainly identify an equitable solution, and guide others to it. If they listen, that is. Roll +Generous to lead others to follow your reasoning. On 10+ you point them in the right direction. On 7-9, your advice is sound and your wisdom leads the way, but some doubts may remain.

Beast Form Goals

At the start of each season, erase any check mark in that season's goal.

Spring: Lead the herd to new resources, but don't range too far.

Summer: Find a mate (at least temporarily) and...mate.

Fall: Find a place with secure resources and shelter.

Winter: Save an ally from the cold.

Herd Exposure: | | | | | | | | | |

A Cougar

The Cougar is a large feline predator. They are most active during dusk and dawn, and are skilled hunters capable of taking down prey many times their size. They are typically solitary and territorial. They tend to get what they want.

Instincts

Primal	3
Honest	0
Forceful	1
Amoral	0



Beast Powers

Take the following power and choose 1 more:

Territory—Draw a circle around no more than five elements (bloodlines, locations, themes, or events) on the town map to mark your territory. When someone asks a question about something that happened involving those elements, you can answer...

- Who is involved,
- Where it happened, and
- A rumor for why it happened.

If you don't have an answer, the Storyteller can provide one.

Ambush—It doesn't matter how suspicious someone is, you can get the drop on them. In any conflict, you make the first move.

Shriek—In the dark of night, everyone can hear you scream. When you need to guide someone to you or chase them away by calling out, roll +Primal. On 10+, choose 2. On 7-9, choose 1.

- They go in the direction you want them to.
- You don't draw attention from anyone else.
- They drop everything.

Predator—When you elect to use lethal force, you do so quietly, cleanly, and with precision. If you leave no mundane witnesses, you gain no exposure.

That's Mine—When you mark what belongs to you (person, place, or thing), you can mark stress to arrive at any scene with them. You can mark up to three.

Beast Form Goals

At the start of each season, erase any check mark in that season's goal.

Spring: Enjoy familial comforts.

Summer: Bite off more than you can chew, and store the rest.

Fall: Secure your den for winter.

Winter: Have a winter feast and share with scavengers.

A Moose

Moose are immense, majestic, and solitary, wandering the wilderness and imposing on highways throughout the northernmost Americas. They are sometimes called forest gods, here long after their time. One might think they are on the way out...well, that's just bull.

Instincts

Primal	2
Honest	0
Forceful	2
Amoral	0



Beast Powers

Take the following power and choose 1 more:

Forest God—You are the largest creature in the forest, and your mere presence can overwhelm mundanes. Ignore the first mark of exposure you would take in any scene in wilderness where you encounter mundanes in beast form.

Great Rack—When you use your massive antlers or body to move or damage something, roll +Forceful. On a 10+, you do as intended and there's no risk of exposure. On a 7-9, choose two.

- The marks left behind indicate you as culprit. Mark one exposure.
- It goes as far as you intended, then further in how much damage is done or the distance it moves.
- Something becomes tangled in your antlers or on you that is disruptive, embarrassing. Mark one stress.

Snort—When you need to get your point across, you can snort out a message - brief, to the point, and a little abrupt. You'll be understood, but choose one:

- They take offense, and it comes back to bite you.
- They aren't the only one who heard the message, and an unwanted guest is now interested.

Aqua Aerobics—When you take a swim to eat, relax, or escape from a threat and stay in the water for a scene, roll +Primal. On a 10+, choose one. On a 7-9, mark exposure and choose one:

- You boost your Beast stress track by adding one available box until the end of the session. Erase any marked in this additional box at the end of the session.
- You lose anyone tracking you and can't be tracked this session.

Herd You Said—Moose are typically solitary, but sometimes they get together. When you're in conflict and need to settle it, bellow for your herd. On a 10+, the crew arrives and is in your favor. On a 7-9, it takes convincing, and you either have to give in or give something up. If a mate joins on a 7-9, take one stress.

Beast Form Goals

At the start of each season, erase any check mark in that season's goal.

Spring: Travel the forest and town to survey your domain.

Summer: Swim in the heat, preferably with friends.

Fall: Spend the whole day grazing before winter comes.

Winter: Shed your antlers, or at least some belongings.

An Opossum

Opossums are nocturnal, tick-eating, prehensile-tail-having critters that are best known for getting into the trash and playing dead, with a very realistic smell. They are resilient to pathogens and their smacking jaws make a much cuter sound than their agitated hiss.

Instincts

Primal	2
Honest	0
Forceful	0
Amoral	2



Beast Powers

Take the following power and choose 1 more:

Playing Possum—when you bail out on a situation or responsibility, roll +Amoral. On a 10+, you get off scot free. On a 7-9, you get out, but you take 1 stress and someone asks about it later.

Put a Bow On It—You come across kinda rough to some folks, but don't mean any harm. If you've given a past bad impression and you are supposed to take one positive exposure, you may instead roll +Amoral. On a 10+, replace any one - exposure with a +. On a 7-9, do the same and choose one:

- Someone else misinterprets your behavior as weakness and tries to take advantage.
- Others who hear about it think you've been slacking, and now their expectations are raised.

Junk in the Trunk—you've crawled inside every nook and cranny, so when something goes missing, you know where to look and find it. Roll +Easy. On a 10+, you find it easily and in good order. On a 7-9, well, it's a little worse for wear.

Hiss—When you express your emotions aloud, it's a recognizable and hair-raising experience for anyone who hears. Vent your feelings to someone. Then, erase one stress on one track, take one exposure, and choose one:

- They leave you alone and don't ask questions.
- They listen and give you a treat to quiet you.

Don't Bug Me—when a pest is causing problems, you can root it out and get rid of it. Roll +Primal. On a 10+, anyone bugging you leaves you alone and you don't take stress. On a 7-9, you get rid of them, but it takes a lot of work. Take 1 stress.

Beast Form Goals

At the start of each season, erase any check mark in that season's goal.

Spring: Go for a swim to celebrate spring.

Summer: Have a roadside picnic, but avoid the cars.

Fall: Hide out and give someone a spook.

Winter: Have an epic cuddle pile in some den you find.

An Otter

Otters are playful, lovable, and very effective hunters. They are semi-aquatic and carnivorous, and generally live in groups of families and fellows. They are known to play games and work with some rudimentary tools, entertaining mundanes and terrifying their prey.



Beast Powers

Take the following power and choose 1 more:

Animal Group: Romp—When with your romp, you cannot generate exposure with mundane humans. You can generate exposure with your Romp, and risk expulsion from the romp if they discover you. Name your closest romp mate _____, and a family member _____.

Laugh Riot—With your romp on your side, you can have a really good time doing reckless things. When you want to cause damage in pursuit of fun (to creatures or property), roll +Amoral. On a 10+, pick 2. On a 7-9, pick 1.

- You destroy something valuable.
- No one gets hurt.
- You erase one stress.

Life of the Party—When you show other creatures a good time, anyone who plays along can clear one stress.

Urges—You would rather have fun and a good time than anything else, and get bored when you don't get to enjoy yourself. When you get in the mood and want some fun but have to bail on something (or someone) to do it, roll +Primal. On 10+, choose 3. On 7-9, choose 2.

- At least one other person joins in.
- You don't get into trouble.
- You still have time to make up for what you skipped out on.
- You erase one stress.

Killer Cutie—Your appearance and behavior makes people think that you're either a pushover or just too darn nice to be harmful. When you surprise someone with your ferocity, roll +Honest. On 10+, any witnesses are too stunned or afraid to intervene. On a 7-9, no one stops you, but you don't escape repercussions.

Beast Form Goals

At the start of each season, erase any check mark in that season's goal.

Spring: Celebrate spring breaking a rule.

Summer: Teach someone to swim.

Fall: Find something or someone new and play with it until you understand it.

Winter: Find a new way to keep some friends warm.

Romp Exposure: | | | | | | | | | |

Instincts

Primal	1
Honest	1
Forceful	0
Amoral	2

A Raccoon

Raccoons are a pervasive, invasive, and familiar sight in rural neighborhoods, and generally go unremarked aside from being minor annoyances. They're particularly skilled at adapting to mundane environments, and can - and will - eat nearly anything.

Instincts

Primal	1
Honest	1
Forceful	0
Amoral	2



Beast Powers

Take the following power and choose 1 more:

In Plain Sight—You never generate exposure for being seen in Beast form if there are no witnesses to your transform.

Unusually Evolved—When you need to use mundane human technology, it is simply and easily done. You will still risk exposure if witnessed, but you are less likely to be slowed down by your tasks.

Hey Man, No Problem—When social situations might otherwise be catastrophic, you generally are likable enough - or weasley enough - to skate by without causing trouble. When you greet someone with friendliness, roll +Honest. On a 10+, you're welcomed and treated as a friend. On 7-9, some suspicion exists, but if you keep cool, there's no problem (Mark one exposure).

Everybody's Business—People are terrible at taking out the trash, but you're great at going through it. When you search through someone's belongings or castoffs for an answer, you find what you're looking for and roll +Amoral. On 10+, they have no clue. On 7-9, they know you know it.

Racket—In the dark, people never know what you're going to be. When you're unseen and make loud noises to spook someone or draw their attention, roll +Primal. On 10+, choose 3. On 7-9, choose 2.

- They run away.
- You don't mark exposure.
- The noise draws a crowd.
- They think you are something much worse.

Beast Form Goals

At the start of each season, erase any check mark in that season's goal.

Spring: Enjoy spring break with a partner. Repeatedly.

Summer: Chill out to disrupt someone's day.

Fall: Dine in...side someone's space.

Winter: Take refuge without permission in someone else's space.

A Raven

Ravens are clever, omnivorous birds who are messengers of forewarning and can solve problems many Beasts would find a challenge. Their ability to fly is valuable, but their keen intellect and sharp beak serve just as great a purpose.



Beast Powers

Take the following power and choose 1 more:

Animal Group: Flock—When with your herd, you cannot generate exposure with mundane humans. You can generate exposure with your flock, and risk expulsion from the flock if they discover you. Name your closest flock mate _____, and a family member _____.

Swooping—When with your flock, you can respond to any threat with coordinated attacks. You drive away the threat, and roll +Primal. On a 10+, no one is injured. On a 7-9, you have increased the risk to your flock from returning threats.

Speak—While in Raven form, you retain the power of speech.

Clever Mind—Ingenuity comes as naturally to a raven as a Human. When you cleverly solve a problem in your Raven form, you have no need for your Human Habits.

Ruffling Feathers—Even in a peaceful environment, you can easily spur dissent. When you take action to distract, disturb, or deter anyone from their actions, you do it and roll +Amoral. On a 10+, you're not held responsible. On a 7-9, someone gets hurt. On a 6-, the distracted target turns their attention to you.

Instincts

Primal	1
Honest	0
Forceful	0
Amoral	3

Beast Form Goals

At the start of each season, erase any check mark in that season's goal.

Spring: Be fruitful, and make something.

Summer: Drive an enemy from your territory.

Fall: Store valuable resources for winter.

Winter: Complete your courtship rituals, whether or not you are accepted.

Flock Exposure: | | | | | | | | | |

A Snake

Snakes are sleek, slithering reptiles who are able to shed their skin and begin anew as time passes. They are carnivorous, with a reputation for drawing prey in with hypnotizing movements and - in popular fiction - mesmerizing sounds. They are friendly with those like them, though with others they are particularly cold-blooded.

Instincts

Primal	1
Honest	0
Forceful	1
Amoral	2



Beast Powers

Take the following power and choose 1 more:

Emperor's Clothes—By shedding your skin, you can blend seamlessly into a new environment. You can mark stress instead of exposure when in animal form.

Wasn't Me—When caught in the act of anything nefarious, you can charm your way out of the situation with body language. Roll +Amoral. On 10+, you get away with it scot-free. On 7-9, choose two.

- You don't mark stress.
- You escape suspicion.
- You don't mark exposure.

Hesitant Strike—If you hurt someone without killing them, it doesn't heal easily, if at all. When you make a non-fatal attack using Human restraint, roll +Subtle. On 10+, choose 2. On 7-9, choose 1 and mark stress.

- The victim warns others against you.
- You don't mark exposure.
- They won't disappoint you next time.

Pied Piper—You can draw other creatures to your lair. When you are hungry and call for what fills you, it comes.

Custom Tailored—When looks really matter, you've got the right ones. You choose whether or not any NPC recognizes you.

Beast Form Goals

At the start of each season, erase any check mark in that season's goal.

Spring: Shed your skin and find a new home.

Summer: Disrupt someone's private gathering.

Fall: Scare someone nearly to death.

Winter: Find somewhere warm and snuggle.

A Wolf

Wolves are canine carnivores who typically travel in packs, hunting over large territories. They have strong instincts, well aware of those in their pack and any who might threaten them. Their howls can be heard not just during the full moon, and call attention to their presence bringing both comfort and concern, depending who you happen to be.

Instincts

Primal	2
Honest	0
Forceful	2
Amoral	0



Beast Powers

Take the following power and choose 1 more:

Animal Group: Pack—When with your pack, you cannot generate exposure with Humans. You can generate exposure with your pack instead, and risk expulsion from the pack if they discover you. Name your closest pack mate _____, and a family member _____.

Howl—Your communication knows no bounds. When you howl, whatever you aim to communicate is heard and understood by all shifters within the town.

Stalker—You can follow other creatures unnoticed. When you are tracking someone, roll +Primal. On 10+, you are able to follow them to their destination and they remain unaware. On 7-9, choose one:

- You follow them, but arouse suspicion.
- You follow them for a while, but give up the chase and leave no marks of your passage.

Dogpile—Your pack will come to your aid if you are in danger. When you are with your pack and attacked by a group, roll +Forceful. On 10+, the group is dispersed or destroyed - your choice. On 7-9, both groups leave bloodied.

Family Has No Secrets—When a member of your blood is in danger or afraid, you know, no matter where they are.

Beast Form Goals

At the start of each season, erase any check mark in that season's goal.

Spring: Take young packmates on their first hunt.

Summer: Range the whole of your territory to maintain control.

Fall: Have a family feast.

Winter: Make an intimate bond with another wolf.

Pack Exposure: | | | | | | | | | |
