

ROLE SPECIALIZATION: DRUID

CAREER SKILLS: N/A

SPECIALIZATION CAREER SKILLS: NONE

ROW 1

TOUGHENED ACTIVE?

Each rank of Toughened increases your character's wound threshold by two.

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COST 5

FORAGER ACTIVE?

Your character removes up to ■■■ from any skill checks they make to find food, water, or shelter. Checks to forage or search the area that your character makes take half the time they would normally.

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COST 5

KNACK FOR IT ACTIVE?

Select one career skill. Your character removes ■■■ from checks they make using this skill.

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COST 5

GRIT ACTIVE?

Each rank of Grit increases your character's strain threshold by one.

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COST 5

ROW 2

SWIFT ACTIVE?

Your character does not suffer the penalties for moving through difficult terrain (they move through difficult terrain at normal speed without spending additional maneuvers).

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COST 10

ONE WITH NATURE ACTIVE?

When in the wilderness, your character may make a **Simple** (-) **Survival** check, instead of Discipline or Cool, to recover strain at the end of an encounter.

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COST 10

DRUID ACTIVE?

When using the Primal skill to cast a Conjure spell that summons a living animal, add the Summon Ally effect without increasing the difficulty of the check. The creature conjured remains until the end of the current encounter without your character needing to concentrate.

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COST 10

ENSORCELLED ACTIVE?

If your character has at least two ranks in a magic skill, once per encounter, your character may add **A** to the result of their next social skill check. Additionally, as a passive narrative effect, your character's appearance is subtly enhanced by their magic as determined by you and the GM.

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COST 10

ROW 3

ANIMAL COMPANION ACTIVE?

You create a bond with a single animal with a silhouette of 0. The bond persists as long as you choose. For each rank of the talent, the silhouette increases by 1. Additionally, once per round, spend a maneuver to direct your animal in performing one action and one maneuver.

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COST 15

GRIT ACTIVE?

Each rank of Grit increases your character's strain threshold by one.

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COST 15

FACE OF THE WILD ACTIVE?

When you cast a transform spell on yourself using the Primal skill, spend a Story Point to maintain the effects of the spell until the end of the encounter without performing a concentrate maneuver.

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COST 15

ENSORCELLED (IMP) ACTIVE?

If your character has at least two ranks in a magic skill, when using the Ensorcelled talent, they may add **A** to their next social skill check (instead of **A**). Additionally your character's appearance is now noticeably changed by their magic.

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COST 15

ROW 4

TOUGHENED ACTIVE?

Each rank of Toughened increases your character's wound threshold by two.

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COST 20

DIRE ANIMAL COMPANION ACTIVE?

Your bonded animal companion increases its Brawn by 1 (max. 5), and wound threshold by 4. If it's a nemesis, increase its strain threshold by 4. If a minion or rival, it becomes a nemesis and gains a Strain Threshold 6. If silhouette 0, change to silhouette 1. Increase its Agility or Willpower by 1 (max. 5), and its Brawl, Discipline, Perception, or Survival by 1 (max. 5).

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COST 20

KNACK FOR IT ACTIVE?

Select one career skill. Your character removes ■■■ from checks they make using this skill.

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CRB #73

COST 20

ENSORCELLED (SUP) ACTIVE?

If you have at least three ranks in a magic skill, once per session you may force all enemies within medium range to make a **Hard** (◆◆◆) **Discipline** check as an out-of-turn incidental. If they fail, they spend all available maneuvers moving away and suffer 5 strain plus 1 strain per ◆.

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COST 20

ROW 5

DEDICATION ACTIVE?

Each rank of Dedication increases one of your character's characteristics by one.

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COST 25

NATURAL ACTIVE?

Choose two skills. Once per session, your character may reroll a check that uses one of those two skills.

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CRB #79

COST 25

INDOMITABLE ACTIVE?

Once per encounter, when your character becomes incapacitated due to exceeding their wound or strain threshold, spend a Story Point to delay the effects of the condition until the end of your character's next turn.

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CRB #81

COST 25

MASTERFUL CASTING ACTIVE?

When your character casts a spell, they may use this talent to spend ◆ to trigger up to three different qualities or spell effects instead of one. These qualities or spell effects must be ones that can be triggered by spending **A** or ◆.

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COST 25