

# Evergreen

playtest 1.5

Danzia is a goblin mercenary and trackswoman. She's been in her share of fights and knows how to handle herself with her bow. She is reserved and shy, but likeable once she opens up. She's also been swindled more than once, and she struggles between trusting others and protecting herself.

## SKILLS

Clashing	●●	○○○
Communion	●●	●○○
Discretion	●●	●○○
Evasion	●●	○○○
Hunting	●●	●○○
Intuition	●●	●○○
Ken	●●	○○○
Luck	●●	●○○
Spirit	●●	○○○
Stability	●●	○○○
Succor	●●	○○○
Vigor	●●	○○○

A character's drive and fault are tied to the progression system in Evergreen. You will learn more about it in future playtests. For now you can use your drive and fault to help roleplay your character.

### Drive

I should toil now to retire in comfort when the time comes

### Fault

Struggles to trust in others

## Lucky Breaks



used to reroll failed rolls  
+1 per rank in Luck

### Breaths



+1 per rank in Vigor

### Steel



+1/2 for light/heavy armor

### Wits



+1 per rank in Stability

### Wounds



Recovery



### Reeling



Recovery



This area is reserved for tracking your character's experience. You will learn more about Evergreen's progression system in future playtests.

## TRAITS

Quickshot: Danzia can make a Hunting attack that takes one less Moment; she has a snag on the attack roll.

Scout: Danzia's group gains access to the Careful traveling pace:

Pace: Careful		Travel Die	
You lead your party quietly, avoiding danger where possible. If you encounter unaware enemies, you have the drop on them. If you would be ambushed, you spot the danger in advance.		1d12	Persistence
		1-6	-1
		7-12	-2

Note: Danzia has a snag to Communion due to her light armor.