

Evergreen

playtest 1.5

Milli is an enthusiastic young faun. Overtaken by wanderlust, she left her home with her faithful falcon, Yr, to discover what else the Lands have to offer. She is acrobatic, wields a light crossbow confidently, and can hold her own through sheer force of optimism.

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

There's so much to see out there, it's stupid not to be on the road

Fault

Youthful naivete

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

Acrobat: Milli never has to roll to climb any reasonably scalable surface, and she has a boon whenever she rolls to mitigate harm due to falling.

Companion: Milli has made a wordless friendship with a small animal (her falcon Yr). Yr will travel with her and help her as he can if she provides for him in return.

Yr is a companion. His stats are:

Rank 1 Hunting & Intuition (all other skills at 0) | Can take 2 Moments to attack w/ Hunting for 1 harm
Wounds | Breaths
Tension | Wits

Gregarious: Once per session, when Milli is conversing with someone, she can ask the Ancient a question about them (the answer to which she can conceivably surmise or infer), and the Ancient must answer truthfully.