

# Evergreen

playtest 1.5

Lor is a faun explorer and erudite. He is traveling to Haven to uncover the archaeological wealth of that unexplored region. His quest is purely academic in nature, and he is passionately devoted to it, enough to risk his own life. He carries a small crossbow, mostly to deter potential dangers.

## 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

How can I be satisfied  
if I know less than  
everything?

### Fault

Remarkable lack of  
self-preservation

## 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

Erudite: Whenever Lor is dealing with creatures, peoples, places, or situations he has conceivably studied, he can take a boon to a roll whenever he utilizes that information (for example, gaining a boon to Evasion as he recalls the blind spot of the animal that's attacking him). In each session, he can do this 4 (Ken + 2) times.

Receptive: Lor is easy to work with. When other characters roll to assist him, they have a boon.