

WILDHEART

A Wildheart is born not by divine intervention or through rigorous learning, but instead is chosen by nature itself to defend all that need protection. Whether they grew up surrounded by trees, in the middle of a harsh climate, or in the hustle of a city; nature called on them to protect and defend the weak. Some Wildhearts will use that calling to become protectors of small communities, while others might wish to see tyrannical domains toppled. No matter which path is taken, the Wildheart will make sure to defend it with their very life.

DOMAINS

Sage and Valor

STARTING EVASION

10

STARTING HIT POINTS

7

CLASS ITEMS

A flower that is worn on your armor or rusted small weapon.

WILDHEART'S HOPE FEATURE

Harden Skin: Spend 3 Hope to gain +2 to your Thresholds until the end of the scene.

CLASS FEATURE

Wildedge

You do not need to wield weapons or shields like other heroes but rather gain these tools from nature itself. At the end of a long rest, choose any number of weapons and shields equal to your Spellcasting Ability to become your Wildedge. While you wield your Wildedge, you gain the following benefits:

- You may use your **Spellcasting Trait** when making Attack Actions with your Wildedge
- When you Succeed on an Attack with your Wildedge, you may spend a Hope to temporarily *Restrain* the Target
- You gain Armor Slots equal to your Tier

WILDHEART SUBCLASSES

Choose either the Avatar of the Earth or the Avatar of Preservation subclass.

AVATAR OF THE EARTH

Play the Avatar of the Earth if you want to create defense walls to protect you and your allies.

■ SPELLCAST TRAIT

Strength

■ FOUNDATION FEATURES

Natural Barrier: Mark 2 Stress to create a wall of nature within Close Range. When you do, place tokens on this card equal to your Spellcast trait. Each time the wall takes damage, remove a token. Once all tokens are removed, the wall is destroyed. You may only have one Natural Barrier active at a time.

■ SPECIALIZATION FEATURE

Thornskipped Wall: The first time an adversary enters within Very Close Range of your Natural Barrier, they must make a **Reaction Roll (13)** or take d6 damage and become temporarily Restrained.

■ MASTERY FEATURE

Regenerative Flora: While you are within Very Close Range of your Natural Barrier, you may **Spend 2 Hope** to have allies clear 1 stress while you clear 1 HP.

Impenetrable Bulwark: Your Natural Barrier can no longer be destroyed and lasts until you dismiss it. You can still only have one Natural Barrier at a time.

AVATAR OF PRESERVATION

Play the Avatar of Preservation if you want to be up close and personal with your opponents.

■ SPELLCAST TRAIT

Insight

■ FOUNDATION FEATURES

Bloom Armor: Whenever you mark an Armor Slot, you **clear 1 Stress**.

Blossom Bomb: Make a Spellcast Roll against an adversary within Close range. On a success, **mark a Stress** to hurl a Blossom Bomb at the target. The target takes **d8** physical damage using your Proficiency and all adversaries within Very Close range of the target must make a **Reaction Roll (13)** or take half damage.

■ SPECIALIZATION FEATURE

Defensive Spores: When an Adversary is within Very Close Range when you **mark an Armor Slot** you may make a **Spellcast Reaction Roll (13)**. On a success, **spend a Hope** to make the adversaries become temporarily *Vulnerable*.

■ MASTERY FEATURE

Flora's Embrace: You may **Mark an Armor Slot** to **clear up to 2 Armor** from an ally within Far range.

BACKGROUND QUESTIONS

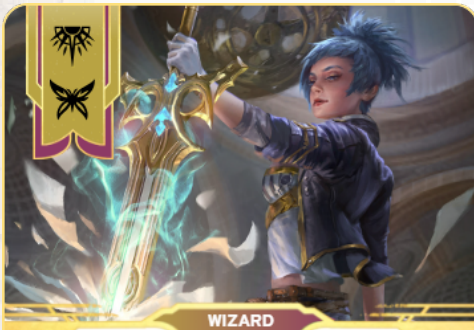
Answer any of the following background questions. You can also create your own questions.

- How did your community's view of nature shape how you view nature?
- You have a special place where you feel most at peace. Where is it and why can't you go back there?
- What kind of plants are produced when using your abilities?

CONNECTIONS

Ask your fellow players one of the following questions for their character to answer, or create your own questions.

- You found me alone in nature. What was I doing that made you curious about me?
- What aspect of this group do you and I wish to defend til the end?
- How did I gain your respect after we first meet?



WIZARD

HOBBY GAME DEV

Foundation

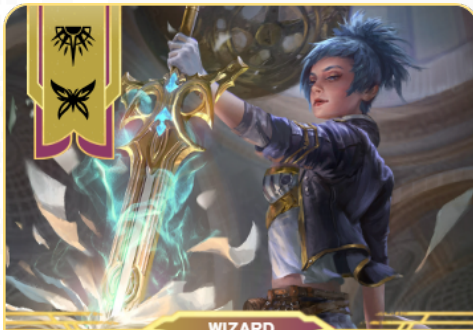
SPELLCAST TRAIT: KNOWLEDGE

Just For Fun: When you choose to start a new homebrew again, think to yourself if this will be for fun or feel like more work.

Font of Creativity: When you lay in bed trying to sleep and you have something important in the morning, you gain an additional amount of cool ideas equal to your Knowledge.

Billy Christian

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WIZARD

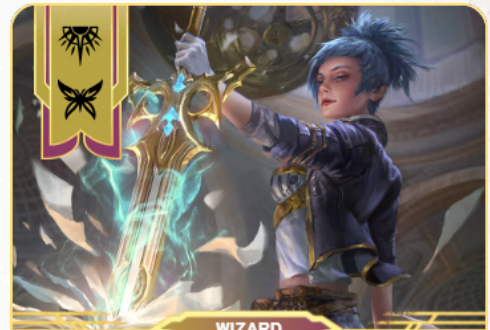
HOBBY GAME DEV

Specialization

Invoke Feedback: Whenever an adversary on Reddit comments something hurtful about your homebrew, you can try to read between the lines and turn it into something useful for your next homebrew.

Billy Christian

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WIZARD

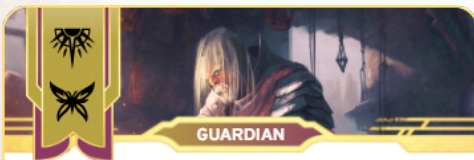
HOBBY GAME DEV

Mastery

Feel Revered: Once per session, when you post your homebrew online, it gains an unexpected amount of likes, granting you the benefits of happiness for 10 minutes.

Billy Christian

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GUARDIAN

FOREVER GM

Foundation

SPELLCAST TRAIT: PRESENCE

God Amongst Men: You carry three handcrafted relics, each housing a force that empowers you. You can invoke each force once per session:

- **NPC Relic:** Choose an unnamed NPC within Close range of a player. They immediately gain a silly name and the unforeseen protection and emotional investment of all players until it either dies or the campaign ends.
- **Rules Relic:** When a player corrects you on a rule, you can overturn their correction by implementing a new rule on the spot and forego any damage to your ego.
- **Shushing Relic:** Make a player within Melee range temporarily *Shushed*. While *Shushed*, they have disadvantage on anything they try to say against your plans for the game.

Anthony Catillaz

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GUARDIAN

FOREVER GM

Specialization

GM's Blessing: When a player does an exceptional job at playing by your rules, you can bestow them with the highest of blessings. While this player has this blessing, it is immune to any plot damage to their character.

Anthony Catillaz

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GUARDIAN

FOREVER GM

Mastery

Not My First Rodeo: Your connections to the spirits of GMs across the history of the world and your subreddit subscriptions have granted you the ability to halve the time you spend to prepare for a session.

Anthony Catillaz

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