



# THE KIRIN



## TRAITS

Mark 3 traits. Players may spend Unity Points to call for your aid and push their rolls if any of your marked traits apply.

- AGILE** - React quickly, fly fast or keep your balance
- CUTE** - Be adored by strangers and make faces they can't refuse
- ELUSIVE** - Keep the family hidden or lose pursuers
- FEROCIOUS** - Put on an imposing display or fight in combat
- FISHER** - Catch wild fish and recover a marked Condition in the process
- HARDY** - Ignore Conditions from physical threats and weather
- PERCEPTIVE** - Use your keen senses to detect threats and locate clues
- SCAVENGER** - Find something useful for a mechanical job and gain a Equipment Point in the process
- STRONG** - Push heavy objects, fly encumbered or fight in combat

## CONDITIONS

Mark a Condition whenever you aid a player and their pushed roll fails, or as a consequence against a Progress Plant.

- GROUNDED** - You may no longer fly
- STUBBORN** - You may not aid your Symbiotes with pushed rolls
- DETACHED** - Your Symbiotes may no longer use their powers
- TIRED** - You may not wear your saddle for the time being
- SULLEN** - You may not gain Unity Points by bonding with your Symbiotes

## BREED \_\_\_\_\_

## BUILD \_\_\_\_\_

Penalty: \_\_\_\_\_

Bonus: \_\_\_\_\_

## GENOTYPE \_\_\_\_\_

Core Mutations: \_\_\_\_\_

Preferred Biomes: \_\_\_\_\_

Example Wonders: \_\_\_\_\_

## HELPERS \_\_\_\_\_

### Generic Wonders (per Wild Point)

- ◆ Call a nearby plant or animal to your family's aid.
- ◆ Grant any medium-sized object or organism gravity-defying properties for the next hour.
- ◆ Transform a plant, animal, or person into another living thing for the next hour.
- ◆ Provide a family member with a temporary mutation or power until the end of the session.

## PERSONALITIES \_\_\_\_\_

Gain Wild Points when you: \_\_\_\_\_

## NOTES \_\_\_\_\_