

Sheeba, shapeshifter druid

Youngest among the druids of the Oaken Circle in the Ashencliff Forest, Sheeba reflects the wild spirit of nature in its fullest. She was found by the elder druids when she was not a year old yet, a crying orphan baby, her parents killed by the denizens of the Ashencliff wilds. The Oaken Circle raised her, and taught her the secrets of the forest, ancient magic tied to the roots of the eldest trees, which can make you assume the aspect of the creatures of the wild. Sometimes the



Figure 1: Sheeba's personal balance - Fire 3, Light 1, Electricity 1, Water 3, Stone 1, Darknes 2, Air 1.

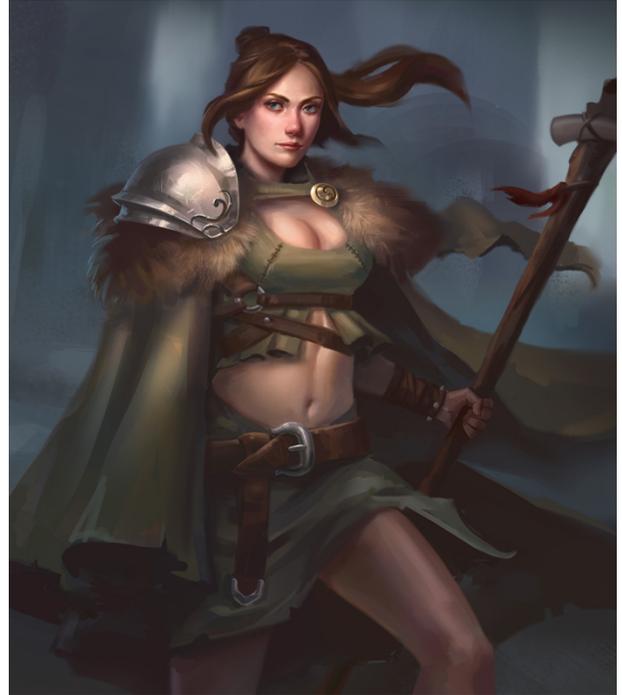
druids would send her to the human civilization, to hear stories of the Kingdom, and trade with the merchants. Sheeba was curious and delighted to explore this brave new world of stone and clay, but she always felt at home in the wilderness of the woodlands.

Now Sheeba is one of the last few Oaken druids still retaining their human form, most of them turned into tree guardians to protect the Ashencliff groves for the times to come. She feels the ancient fae magic is fading from the Blossom lands, but she is convinced the ancient arcane balance can still be restored somehow.

Magic Power - Shapeshift (Water, Fire)

The animal polymorphing magic of the Oaken Circle druids is their greatest power, and their greatest danger: Spend too long in a beast shape, and you will forget who you were to begin with.

Sheeba can take the form of any natural animal she previously came in contact with, acquiring the animal standard physical female features and skills. The transformation is not instantaneous, it may take up to a few minutes, and it does NOT merge Sheeba's clothing or equipment in her beast form. The difficulty of shifting into an animal shape depends on the difference in size (or weight) of the chosen beast form with respect to her natural human form. It is best that Sheeba does not spend too many hours in the same beast form, and that she does not turn too often into the same animal, because this makes her slowly forget about her original human nature. Recently, she is learning how to shapeshift into plants as well, but it is much more difficult and slow process, mastered only by the eldest among the druids.



Trait - Nature Tongue (Water)

The wilderness will speak, and listen, to you, if you know its language.

Sheeba knows the secret tongue of the wilds. She is able to speak to most animals, through subtle sounds and body language together. This does not mean that every animal is willing to talk to her, or that they have interesting things to say: for instance, gruff beasts like boars will likely scorn and insult you on sight, and less intelligent creatures like bugs will just share barely sensible gibberish. Animals which live in society, like wolves or lions, are the most prone to meaningful talking, that is, when they are not trying to eat you.

Trait - Hunter Scent (Darkness)

Human senses are so lame: it makes them so unaware of a whole world of experiences and discoveries just

passing by them. Once you have experienced the true feeling of the world through the senses of a beast, you never have enough of it.

Sheeba has developed a keen sense of smell, that she retains in every form she is assuming, even her natural human one. She can perfectly tell the number, gender and race of a group of people just by sniffing at the air. Similarly, she can recognize familiar people, even at a distance, relying solely on their scent. Sometimes she can read even others' intentions based on their smell. The effectiveness and distance at which this trait works depends heavily on the winds.

Vice - Lustful (Fire)

Mating is just so natural! Humans should allow themselves to do it more often.

Sheeba loves having sexual intercourses, and is very open minded about it: she feels sex is the most natural, intense, non-aggressive type of relationship one

can have with another creature. In fact, she mates gladly with any creature (by shapeshifting into the same specie) although she prefers humanoids since their pleasure is more intense. She enjoys sex with both male and female partners, although she prefers males because it generally feels more natural and complete.

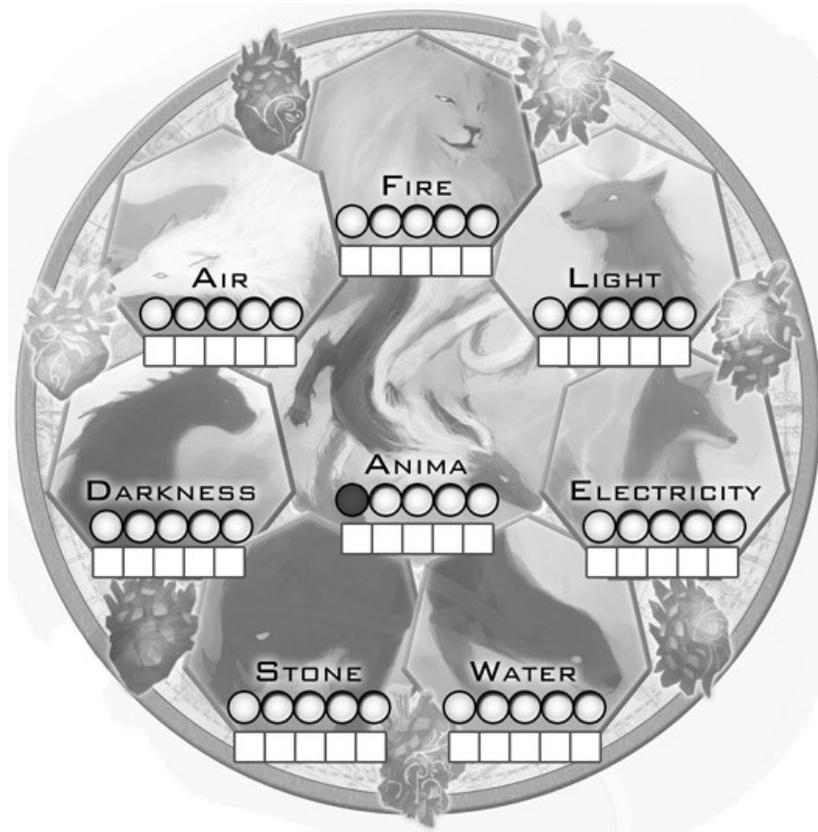
Minor traits

- **Tenacious Swimmer:** Sheeba is very skilled at swimming even in her human form. She is hardly hindered by currents and tires slowly, even when the water is sensitively cold.
- **Poison resistant:** Thanks a persistent diet on poisonous fruits and animals, Sheeba has developed a strong resilience against most toxins.
- **Inappropriate:** Sheeba is not used to proper civilized behaviour. She often is perceived as too wild or rough by the average citizen of the Kingdom, which may lead to some embarrassing social situation.

PC Relationships

- **Lilian, violet haired princess:** *A beautiful creature with strong spirit, although tamed by civilization. She has fae magic in her hair, could she be possibly the answer?*
- **Jura:** *He is like a panther, silent, fascinating, stalking his prey to unforeseen death. His belief in the Kingdom's order is misplaced, though.*
- **Claret:** *She is like an eagle, free, relentless, always a mile ahead of anyone else. She rushes into everything, which hinders her from achieving her balance.*
- **Erik:** *A bear, tough in body and will. He is not tainted by human society, but there is too much rage in his heart.*
- **Oscar:** *The peacock. He will daze you with his colorful plumage, and make you obey his whims.*





Quick game mechanics

On a player action, The Game Master may call *resolution by balance*. An element related to the action is established (Fire for aggressive actions, and so on). The player then draws from the scenario balance deck. She can redraw as many times as his personal anima points beyond the first in the selected element (discarding previous draws), as long as she is not satisfied or until she draws Aether. Check the match between action element and drawn element:

- **Perfect Success** (same element or pure anima draw): Success AND. The action works better than expected.
- **Outside Success** (one step away): Success BUT. The action works but there are mitigat-

ing circumstances.

- **Neutral Success** (two steps away): Failure BUT. No serious ground is gained but there is a somewhat positive effect alongside.
- **Total Failure** (opposite element or aether draw): Failure AND. The action fails and things get possibly worse.

Anima Surge

Instead of drawing, a player can BURN an anima point from her personal balance, of an element with two or more points. The draw is considered to be of that element, and one card of that element is added to the scenario balance. Burnt anima points are restored between sessions.