

A WORLD OF WYLDRVR




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WORLD OF WYLDRVIR

Welcome to Wyldvir, a simple to run, fun to play, story-driven TTRPG system designed with bright optimism at its forefront. Wyldvir is made with the express purpose of fun, lighthearted escapism into a world where magic is new. Everything is ready and ripe to be discovered, and people seek only the best interests of one another. Conflicts will arise, of course, but Worldsoul willing, everything will always work out for the better in the end. In this world where magic is directly linked to nature, everyone works together to keep the natural world clean and bright. Most cities are built tall— not wide— so as not to disturb the wildlife around them; they are built in conjunction with the natural landforms, rather than against them. The people of Wyldvir have made great advances in technology, but are still getting a grip on their newly discovered magic. Will you help further that progress and discover all the hidden parts of the world, or just ride away on a magical crystal emu into the sunset?

The choice is yours!



THE BASIC RULES

Attributes

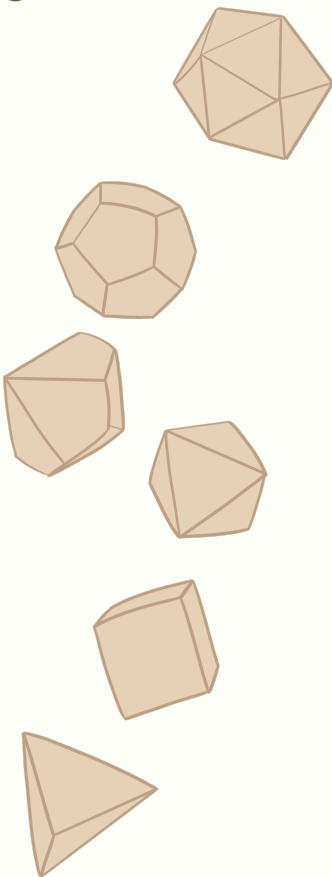
When you begin play, pick five **attributes** that most describe your character. These can be single words or phrases (for example, "Attuned To Nature", "Natural Born Leader", "Genius Inventor", or "Decent At Cooking"). For each of these phrases, assign a die (**d4, d6, d8, d10, d12**). The larger the dice, the more experienced you are with that attribute. - For example: Having a d12 in the attribute "Genius Inventor" means that it is a critical part of your character's skill set. Conversely, if your d4 attribute is "Decent At Cooking" their cooking may not actually be that decent. The idea is to provide a range of skills that can be useful in multiple situations. You can only have one "chosen" attribute per dice size when you begin. (The exception being racial and city state attributes which are set and bring your total up to 7)

Additional attributes can be added through play and RP. When you learn a new skill, it begins as a d4. Continued use of this skill will eventually let you increase that die from a d4 to a d6 to a d8, and so on.

To increase the size of one of your attribute dice, you must first practice that skill by using it often. For example, a d4 skill needs 10 uses (successes or failures) to become a d6, and from there, it's +5 from the previous tier until the next time you can level up your attributes (15, 20, 25, etc). These counters reset when a new die is achieved.



Rolling Dice



In play, when a situation arises in which you feel an attribute you have will be useful, you can ask the GM if you can roll with that attribute. When you use an attribute, you roll a **d20 + your attribute die**. That number is contested either by a roll from the GM or a pre-determined DC (difficulty class) number.

(A note: While there is no concrete combat system in WyldrVir, you can create combat-centric attributes like "Knight", "Skilled with a Bow", or "Monster Helper", for example. This is completely up to you.)

A mixed success is what happens if the result of the roll is up to three numbers below the DC. For example, if the DC is 15, mixed success is counted on a 14, 13, or 12. On a mixed success, the character gets what they want, but the game master creates a new complication that comes with this success.

Setting Up The Game

Everyone arrives with their character created and dice at the ready. If it is your first time playing together, introduce your characters and agree upon party dynamics between yourselves. This game assumes that your characters have been traveling together for a while, so talk about how they would all interact with one another!

When you begin to play, sit as a group and spend a little time planning what you are going to bring with you. Each player gets to pick five unique items, and these items will be in your backpacks. Not a lot of emphasis lies on the nitty-gritty, but this prevents someone from magically pulling out exactly what the party needs at any given moment.



MAGIC AND WHY IT IS FUN!

Magic as we know it in Wyldvir came to be two generations ago, in an event called the Awakening. This event brought from its slumber an entity and force within the world itself— that which the people have dubbed the Worldsoul.

Magical attributes are less common, since magic is so new. While being brought up in certain cultures makes you more prone to certain kinds of magic, this magic will be a lower attribute die when you begin play. Additionally, each type of magic itself is an attribute. So instead of having specific spells to learn, like “Fireball”, you will instead have the attribute “Pyromancy” which you can use in a variety of ways. Magical attributes **must be a d8 or lower when you start!**

Some examples of magical attributes include, but are not limited to: “pyromancy”, “cryomancy”, “illusion”, “levitation”, “weather manipulation”, “geomancy”, etc.

Most forms of magic exist in Wyldvir and are referred to as branches of magic. This comes from a myth that the Worldsoul’s magic manifests in the form of a tree, and its roots are what carry magic to every place around the world.

Magical Mechanics

The magic of Wyldvir is inherently chaotic, yet benign; as such, when you use a magical attribute, *if you roll below 15, you need to roll your d20 again for a surge of Wyld Magic.* **Wyld Magic** is the term coined for the innately chaotic magic of the Worldsoul, and such surges happen as a side effect of tapping into that magic.

Wild Magic Surge Table

This is an example of a some wild magic options, game masters are free to come up with their own fantastical shenanigans to fit their game.

Dice Number	Effect
1-2	You grow or shrink six inches. This effect only lasts for a few hours, but you shrink or grow back gradually.
3-4	Your arms are covered in vines. This effect lasts for a day, and the color of the flowers directly relates to your mood. (No, we will not provide those colors. Just Google a mood ring :P)
5-6	You become a talking inanimate object,. It only lasts for 5 minutes but it feels like 10 hours.
7-8	You become irresistibly scented to a particular animal of the GM's choice for 2 hours... Have fun. World Soul Willing these are more rabbits than drakes.
9-10	You See in Inverted Colors. This has no real negative effect. You will just be very confused for a while about why the sky is red.
11-12	You can only begin speaking for the next minute with "Yes and..."
13-14	You become very emotive with your hands. You can't speak without also pantomiming.
15-16	You firmly believe right is left and left is right.
17-18	You are certain that someone in your party just suddenly became a bear. Shenanigans ensue.
19-20	The WorldSoul is laughing very hard at you. Roll 2 more times. Both happen. (THIS WILL STACK!!!!... have fun)

THE RACES OF WYLDVRIR

As anyone who lives in Wyldvir would know. Two generations ago, The Awakening caused a shift in the biology of Wyldvir causing humans as we know them to split off into unique and fantastical beings based on where they lived at the time and the adaptations granted to them by the Worldsoul. These “races” are all descendants of humans, and as such not a lot of racial division is present. Since The Awakening is so new everyone is aware of their common ancestry. These races are more natural adaptations, based on if the person who was adapted were more susceptible or less to The Awakening’s magical pull. Unlike other games, where your race dictates certain stat-lines, races in Wyldvir are almost entirely aesthetic.



SUN ELF



MOON EIDOLON



SKY ELF



STONE EIDOLON

Racial Attributes

Races often come in sets of 2. These duos have 2 options for attributes, you can choose one of these 2 for your character, based on what you decide is the direction you want to take them to make as a **D6** attribute die. with all pre-made attributes, they are merely suggestions. You can omit racial attributes if you so choose, or create your own.



Eidolons and Elves:

When the awakening occurred humanity was thrust with the gift of new magic. While humanity's adaptability caused changes to many. This change had a major division to those who lived in kingdoms with unique natural landscapes. Eidolons are what happened to humans with high magical adaptability. Becoming almost avatars of certain forces of nature, whereas the elf was what became of humans with lesser adaptability. Retaining humanoid-like features, while still adapting in certain less obvious ways.

Sun Eidolons and Sun Elves

Sun Eidolons and Sun Elves most commonly come from the city-state of Cindir. A volcanic location with lots of geysers and other very hot things. As a result of this, Sun Eidolons have flaming hair, skin can make them appear to be any known color, extravagant horns, and tails that could have flaming tips instead of hair as well as a flaming aura around them of sorts. Meanwhile, the sun elves have more subdued colors with skin tones being any tan and darker color to shades of red. They also grow unique horn shapes and tails though they are less extravagant than the eidolons, why this came from a fire-y location is up to the Worldsoul.

Attributes:

- **Touch The Blaze - d6**
You can control small jets of flames naturally. You can use them for small lights, heat, and small magic attacks
- **Keeping Cool - d6**
Both physically and mentally you are able to keep a cool and level head in most situations, no matter how intense.



Moon Eidolons and Moon Elves

Moon Eidolons and Moon Elves most commonly come from the city-state of Meratoll. Due to this location's focus on the sea, the Moon Eidolon gains watery appearing hair in many colors including coral pink and kelp like green, and pale blue to deep purple skin. As well as long flowing veil-like fins on parts of their bodies which aid in their swimming. Moon Elves have more angled and almost "bladed" fins on their bodies with hair usually in shades of silver and light blue to dark blue and black, And any skin tone from humans as well as some lighter shades of blue for the skin.

Attributes:

- **Tide Shifters -D6**

You are an adept swimmer and can navigate even difficult sea based terrain as you swim, and can stay underwater for some time

- **Aquatic Communal - D6**

You can have limited communication with sea based life. You can perceive limited information from them and can transmit limited information

Stone Eidolons and Stone Elves

Stone Eidolons and Stone Elves most commonly come from the city-state of Shardelia. This location has many caves and deep areas. As a result. Stone Eidolon grew rugged looks, with shorter hair, and paler skin. As well as crystal growth coming from places on their bodies usually on the joints but this is not set in stone. A common variation of the Stone Eidolon has the pale skin contrasted by patches of darker stone colors around the skin coming from tiny actual stones growing on the Eidolon. Stone Elves meanwhile have pale skin and paler hair. Beady black eyes and usually seem quite frail. They however are masters of navigation when it comes to underground locations.

Attributes:

- **Cave Dwellers - D6**

You can see in a limited sense in dark areas and can perceive small details like changes to wind movement or the sounds of oncoming creatures due to being adept at moving through caves

- **Crystalline Armor - D6**

You can withstand damage more heartily than most. This comes in oncoming attacks, natural disturbances, and even emotional insults. You remain level headed and ground



Sky Eidolons and Sky Elves

Sky Eidolons and Sky Elves most commonly come from the city-state of Oaa. Due to this location's many plateaus and other high landmasses, The Sky Eidolons have adapted to have wild and breezy hair with silver to pale grey coloring. They have sets of wings ranging from bird-like to even more shaped like those of butterflies, but they are smaller and less used than an Eidolon would use its magic to float and push themselves as if they were flying As well as skin going from silver to shades of light blue. Sky Elves look humanoid for the most part, but the strangest aspect of them are wings on their backs. These wings can have colors in shades of browns to whites and greys, are far grander, and are needed for flight.

Attributes:

- **Free as The Breeze - D6**

You have a strong sense of independence and pursue unique passions. You need to spend less time with a new skill before you grow some degree of attachment and familiarity.

- **Float Like A Butterfly - D6**

You can passively use small bits of air magic to float around a few feet off the ground. This allows you to get around easier, and reach unique terrain.

Storm Eidolons and Storm Elves

Storm Eidolons and Storm Elves most commonly come from the city-state of Inoven. Due to this location's focus on technology and electricity, the Storm Eidolons look often like any other elf or eidolon, and can have any skin, hair and eye colors. When Storm Eidolons cast magic or are in a heightened emotional state their eyes glow achromatic colors, (with the exception of blue), and multi colored markings appear on their body resembling bolts of lightning. Storm Elves also can keep any skin, hair and eye colors. When they cast or are in a heightened emotional state small sparks cast between their fingers, and their hair stands on end.

Attributes:

- **Recharge- D6**

With this attribute you are passively able to give things that run on electricity a jump start just by being in your presence. Pieces of mechanics such as a Wayfinder can get charged just by being held in your hand.

- **Wild Charge- D6**

With this attribute you are able to cause wild electric surges emanating from your person. You can also absorb electrical energy from other places to further charge your electrical abilities.



Other Races of the Land

Fae and Orcs

Instead of elves and eidolon, the ancient people of torn turned into Fae, the high magic variant people of flora, and Orcs, the low magic variant people of Fauna. Both share the same attribute choices.

Fae are beings that adapted with high magic. Most commonly found in the city-state of Torren. This location's many forests and wildland was the closest apex of the world soul. Fae as beings is the closest to it as a result. They commonly look part of the woodland themselves. With greens, pinks, yellows, and reds all across the eyes, hair, and skin. They're as colorful as flowers and just as unique. They tend to have control over plant life as well. Further causing them to blend in.

Orcs are most commonly found in the city-state of Torren. This location's bountiful wildlife and closeness to the world soul made orcs burly and strong, while also smart and communal. They work together sharing all they have with one another and the land. Orcs kindness is only matched by their loyalty to friends and family. They have more green to brown skin tones. With green to grey eyes and any color of hair. They have more animal-like traits that help them survive in the wild. But each orc is a little unique in that regard than the eidolons, why this came from a fire-y location is up to the Worldsoul.

Attributes:

- **Nature's Bounty -D6**

You are much more adept at foraging than most other races and have near-perfect memory of plants and animals you have discovered and can recall that information quickly

- **Commune With The World Soul - D6**

This innate magic allows you to run less of a risk of facing wild magic surges. When you use magic-based Attributes add this D6 to your roll only for the purpose of avoiding a wild magic surge.



Humans



The common ancestor of all life on Wyldrivr, humanity is in a state of constant change. Some humans remember the day their cousin or grandfather was turned into an Eidolon or Changeling, and honestly? Good for them! As a human, you pride yourself on adaptability to situations and emotions. You are also incredibly prone to technology as opposed to natural magic. Curiosity is at your forefront and discovery is its own reward. Working with one another will make the world a better place, and at the end of the day, that's all you really want.

Attribute:

- **Adaptability - D6**

Humanity is the most adaptable of all the races. When you are met with a new foreign situation. You are able to quickly get your bearings and push forward. You can overcome and you will.

Halflings

Some humans during the Awakening did not take well to the magical shifting. Some comedically call this trait magic allergy. It's far more complicated than that, but who cares? Somehow as a result halflings became much shorter in stature, with any sort of hair or skin color you would find on any human. They are also a bit more hyperactive than most and seem to be really fast despite their little legs.

Attribute:

- **Almost There - D6**

You have an eternally positive outlook, and even though you aren't as magically gifted things bother you less, and you are more prone to find creative non magical solutions to rise above the rest



Changelings

Some humans during the Awakening did not shift permanently the way Eidolons and Elves did. Instead, they gained the ability to change their form into these beings on a whim. While they usually look human. They can take on any form because of their innate magic, that said. A changeling has one hard to notice tell. A changeling will always have grey eyes no matter who's form they take on.

Attribute:

- **Now You See Me - D6**

You can use this feature to disguise yourself as another race, or humanoid esc being. Practice makes perfect.





The Created



A mix of technology and magic, The Created are some of the newest beings in Wyldrivir. They are golem-like machines powered by the World Soul itself. People view them as marvelous creations with their own will, volition, and expression due to having a literal soul of magic put in them. They can be any mix of machine and natural since they are created differently and with different purposes in mind including animal and sentient plant-based Created. There is no predetermined shape for a created.

Attribute:

- **Relentless Discovery - D6**

Due to you not being limited by confines such as sleep, eating, etc. You are able to almost constantly be productive. This means you are always seeking something out or working on some new creation or goal.

Kobaloi

Sentient beings descended from newt like animals. The Kobaloi are in constant magical overload, and often need to constantly be working on some project or skill to stave off that overload. They look like any form of newt or other lizard but bipedal and with halfling proportions. The Kobaloi keep the slit eyes and scales of most lizards.



Attribute:

- **Bad Luck Charm - D6**

You somehow innately are terrible at communing with the world soul and are almost constantly in a state of wild magic overload. Whenever you cast you can roll this d6 to lower your magic score only for the purpose of bringing yourself closer to a wild magic surge.

Races Beyond The Mainland

There are several other, less common races that thrive throughout the world of Wyldrivir. Here are two listed below that are included in our expanded content books, the Illuna hail from the underground Metro and the Mothfolk are from across the sea in the Wyld Woods.





Illuna



Illunas are a strange mix of humanoid with small lizard-like additions usually long tails and pointed tongues with green or blue tint of the skin, with markings that are hardly noticeable on their skin. When Illunas are near areas of light they can absorb that energy into their own bodies giving them a boost to their abilities as well as letting their markings glow a bright neon color. Illunas can store this light having it emanate from their person, fire it as a pulse that could disorient, and other creative uses. Illuna's remain underground since their light manipulation abilities are difficult to see and work through in the daytime above ground, but some will come out at night. There has not been an Illuna that's colored markings did not match the color of one of the World Tree Roots, which are rumored to glow in the night.

Attribute:

- **Blinding Brilliance - D6.**

An Illuna can use this attribute to absorb and manipulate the light from the metro. When Illuna's are near areas of light they can absorb that energy into their own bodies giving them a boost to their abilities as well as letting their markings glow a bright almost neon color. Illuna's can store this light having it emanate from their person, fire it as a pulse that could disorient, and other creative uses.



Mothfolk

The Mothfolk adapted to life in large and imposing dense forests. With magic unlike that seen on mainland Wyldrivr too often. They have a grasp of illusory magic able to disguise themselves, things around them, and even make other people think they have been changed as well. While most use this to hide in the forests. Some like to use this power for harmless and fun pranks. Since the tree line where they live is so dense the mothfolk need alternative sources of light often hunting down ways to light up their villages. One of their greatest innovations have been lanterns of revealing. Small lamps they carry which help them see past the illusions of their own kind. Without one the mothfolk are often just as lost as any other traveler in the forests. Mothfolk often have many different wing patterns and colorations. These can be based on where in the large forests they live or even just family lines. They take great pride in their colorful wings and appearances when they get to show them off.

Attribute:

- **Phantasm Flutters - D6**

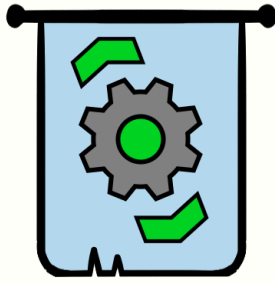
Using your magic you can create visual, and auditory illusions that only people with lanterns of revealing could see through easily. You can change yourself to blend in with surroundings or change appearance lightly, and create natural effects like fog, mist, or dancing lights flickering in the skies.



THE CITY STATES

The 6 City-States of Wyldrivir often work in harmony with one another, but they are vastly unique in fun and intriguing ways. Coming from these locations changes what kind of relationship you have with the world soul and what force of nature you are most familiar with, and part of your lived experience. Which City State your character came from influences a Attribute you would give your character. Pick one of the two attributes listed for each city-state that your character hails from for a **D8** attribute die. following Attributes are based on the City State you spent the most time in as you developed. Not necessarily where you were born, or where the adventure will begin.





Inoven

"The Big City", Inoven is a land built with the most technological advances that the rest of Wyldrvir dreams of seeing. It however is also built with nature in mind and has a lot of foliage in the streets and growing from the roofs of buildings. Inoven is the biggest city for humans, Halflings, and Changelings. As well as the birthplace of The Created. Anything new technology-wise usually begins in Inoven. Luckily for the world, Inoven is just as happy to share its findings as it is to seek out new ones. Inoven is the most densely populated of the city states, and has the most inventors living there over any other profession.

Story Prompts In Inoven:

- Your group of fellow travelers have been recruited by a local inventor to go around the city, and grab multiple parts they need from different shops. Along the way, you are being followed by a small creature called an Alosue, which is pursuing you to snag the parts you are collecting for a snack (it eats the metal alloy found in most of the parts your inventor friend wants).
- You have carved out a day in your journey to visit the biggest museum of technology in Inoven. Almost every major advancement made in the city is catalogued here. At least they were, until this morning when someone made off with all the blueprints. (Which may have been complete accident)
- The travelers come across a magic show event and go to watch. They unintentionally end up having to help a young magician become more confident and ready to perform before their big debut.

City State Attributes:

- **Harnessing the Sparks - D8**

Using small electrical currents, you have a magical knack for repairs and tech work thanks to your innate connection with electricity. This shocking power allows you to have some influence on the mechanics of Inoven such as charging and powering machines, or creating small surges of electricity

- **Tech-savvy - D8**

In Inoven, most people grow up learning about technology from the moment they come into the world. As such, you have a more natural grip on these things as opposed to other forms of magic.

Oaa

Built into plateaus, and other canyons the city of Oaa is a place of expression. People in Oaa grow up surrounded by music, art, and other forms of artistic expression. As well as the occasional junky out for thrills in the air, Oaa's seemingly barren landscape is prone to creative uses for that barren space, and you will often find independent creators painting on cliff sides, or holding concerts in desert spaces. One of the biggest attractions is an amphitheater built into the rock side. Independent artists from all over try their best to get their groups to perform or duel at this amphitheater.



Story Prompts In Oaa:

- A group of local artists ask the travelers as they come through if they would like to join them in painting a mural. If the party agrees they soon discover the different artists all have drastically different ideas of what they want to do and are actively trying to convince members of the party to go with their design.
- Some local sky eidolon and elf children have visiting halfling friends from Cindir over. They want to show them how to fly by using their magic, it goes awry and now a group of 3 halfling children are floating in the air, and drifting further and further away.
- The travelers arrive in Oaa just in time for a festival celebrating the anniversary of the awakening. There's no real conflict here; they just get to enjoy a fun festival incorporating all sorts of aspects from Oaa's artist culture.

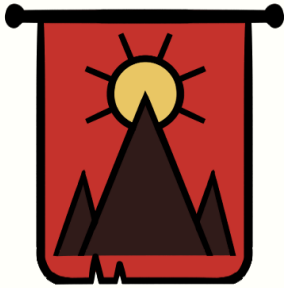
City State Attributes:

- **Harnessing The Wind - D8**

You have the ability to magically control the air around you, allowing you to float midair, levitate light objects and project your voice to a much louder volume than it otherwise would be, alongside other creative uses of your choosing.

- **Artistic Vision - D8**

Living in Oaa means being surrounded by creative ideas and people. As a result of this you are more prone to thinking outside of the box when it comes to problem solving.



Cindir

A rather hostile environment Cindir comes off imposing to most. Few people automatically think of living there, and the people who do have to innovate. Creating cooling systems inside of buildings, as well as developing means of travel for speed so people don't overheat by walking. One of the biggest attractions in Cindir is a volcano that has an observation station on its summit. One of the biggest draws to Cindir is academia with museums, research outposts, and other scientific locals being commonplace.

Story Prompts In Cindir:

- The travelers accompany a small research team up one of the mountains in search of a gem that contains latent fire magic.
- The travelers find a naturally occurring hot spring in Cindir, and soon realize a small group of Drakes have made this place their bathing spot, and they aren't happy they've been interrupted.
- The travelers catch a ride on one of Cindir's heat resistant train cars, all is well until as they get close to the volcano the car goes off the rails.

City State Attribute:

- **Harnessing The Flames - D8**

You have the ability to conjure fire at will and ignite sparks wherever you see fit. You gain the ability to create light and heat from the palm of your hand

- **Burning Passions - D8**

Cindir is surrounded by hot climate and its denizens possess fiery urges to discover, learn, and whatever else drives the individual. You have gained this fire in your soul and the drive to pursue whatever you are personally passionate about.



Torren

The city of The World Soul. Torren is a grand set of homesteads and farms built into tree life. Connected by wooden bridges and vines. Torren is a marvel in its own right and is the largest city behind Inoven. Unlike Inoven it has purposely shrugged off most uses of technology for the sake of growing closer to the natural Worldsoul. People say magic is at its most potent here, and some even say that there is a way from Torren down below to the core where the Worldsoul resides, but these, for now, are only stories.



Story Prompts In Torren:

- A biomagic experiment has gone awry, resulting in moss engulfing sections of Torren as it uses the increasing wyld magic of its own existence to grow even more. The party must find a way to reverse the creeping plant's takeover.
- The travelers arrive in Torren as winter turns to spring, and get to take part in a ceremony to wake up the hibernating creatures and welcome spring.
- The travelers spend a day helping an orc cartographer who wants to map out and explore the more dense areas of the forest near Torren.

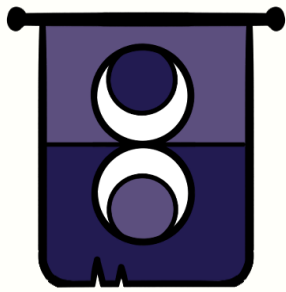
City State Attribute:

- **Harnessing the land - D8**

Due to your connection to the world soul and the nature all around you, you have tuned into the natural world of the plant life around you. You can create and control small plant life, and due to your connection to nature you have an easier time finding safe and delicious fruits and veggies for your friends to enjoy.

- **Grow - D8**

Living In Torren has given you a sense of perspective on the nature of the Worldsoul, the place you and others have in life, and the necessity of change. Internalizing this mindset, you are able to embrace the spontaneity of the wilds, and see the positive ends of the changes the world brings every day.



Meratoll

Meratoll is an island city surrounded by water. While some buildings in Meratoll are above ground. The best innovations lie below. In the sea are buildings made from corral structures. People come all over to spend time in these undersea structures thanks to technology allowing for temporary reserves of air for non-aquatic races. Above sea level, Meratoll is a trading hub and central cultural hub as well. Trade and boat rides are big names with waterways built into the above sea level parts of Meratoll. Meratoll has a central island for trade but small homes for individuals pop up on long wooden stilts all around the city.

Story Prompts in Meratoll

- The travelers join a crew of pirates (thrill seeking sailors who chase down magic storms and other sea based phenomenon) as they seek out a sea monster that has the power to predict when these types of magical sea storms occur.
- A group of lost fisherman from parts unknown wash up in Meratoll. The travelers now are trying to help them acclimate to life in Wyldrivr for as long as they will end up staying.
- There's a big mercantile showcase above water in Meratoll today! The Travelers have a chance to trade, sell and buy all sorts of fun and possibly magical objects.

City State Attribute:

- **Harnessing the Sea - D8**

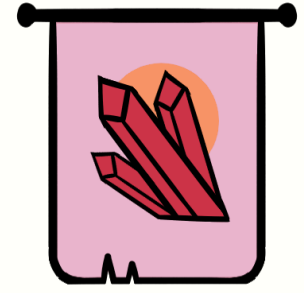
Growing up with a life on the sea you have become one with the waves. You have gained the ability to glide through the ocean with ease and create small pockets of water out of water vapor in the air

- **Just Keep Swimming - D8**

Living in Meratoll gave you some aquatic skills as you had to get around the water surrounding the city state. You have a sense of the practical advice of aquatic life, as well as perseverance gained by staying true to learning to thrive in an aquatic location.

Shardelia

Shardelia seems at first like a fortress-like set of housing built near a set of caves. Inside this fortress is actually a set of housing units made for people to stay and visit like a hotel. The true city is deeper underground. Going through protected land bridges you will find whole indoor housing units built into cave structures going deeper and deeper into the mountain. Is Shardelia the name of the city or the mountain? If there is an answer, no one is telling.



Story Prompts In Shardelia:

- ♦ A herd of Nightmare are stampeding through the cave system of Shardelia, and the travelers join a duo of "Monster Helpers" who try and round the nightmares back into a comfortable pen somewhere outside the city limits
- ♦ The travelers are hired by a wise apothecary worker who needs a few crystals from deep in the caves to finish their latest cure.
- ♦ There's a cave in while the party is exploring the inner city of Shardelia, they now have to find a way out of the twisting tunnels for themselves and other townsfolk stuck with them.

City State Attribute:

- **Harnessing the Stone - D8**

Wyldrivr is full of magic, even in the earth itself. The stones beneath your feet are humming with magic that you can tap into to shift the terrain around you.

- **Dig A Little Deeper - D8**

Living in Shardelia means you are surrounded by people who are used to thriving in subterranean and sub-optimal conditions. With that in mind, you are also able to give more emotionally and physically in the face of hardship.



WORLDBUILDING


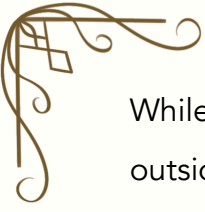
While all the city-states have very unique cultures because of their locations, there are a number of aspects that are true in all the city-states of Wyldrivir. Wyldrivir despite its many differences is a connected place where people working together is their greatest strength and this is reflected in the united cultural aspects between the 6 city-states.

Currency

Some core examples of this include the model of currency called the "Cog". Cogs are small notched pieces of nickel that are used as the standardized currency. When this form of currency was created it was said to show the technological advancements and modern pushes to a brighter, unified future the awakening had caused. Most any shop in Wyldrivir will accept cogs unless you stumble upon a shop that relies on the tried and true method of bartering.

Culture

Another key tenet of what brings the city-states together is that their laws are unified. While specific smaller laws are in place in the individual city-states to account for specific needs. For the most part, the rules in Wyldrivir are all the same wherever you go. These laws are mostly in place to avoid assault and other unwarranted attacks on people by magical means. As well as ensuring everyone in every city-state is well cared for. The heart of all these rules is one of kindness and mutual understanding. Since all of the races of Wyldrivir have branched off from humans 2 generations ago. A Common Language is spoken fluently everywhere. This language, dubbed common, has been around far before the Awakening occurred, back when Wyldrivir had no magic and was mostly a farming and trading civilization.





While religion is not usually present in the world of Wyldrivr. Some groups of people outside the main city-states may view the World Soul itself as a form of goddess in hopes to get a better grasp of its unexplainable nature. Some of these people choose to live out of the city-states and in the deeper forested areas to remain closer to The World Soul. Most people, however, see the world soul more as a naturally occurring font of magic.

Recreation

Magicians are people who train to commune with the world soul via magic. These people then use that magic for the purpose of entertaining people in “magic duels” which are less combative and more shows of magical flair and prowess to an audience and judge. There are legal circuits for this sport in all major city states, and smaller rings pop on occasion without the oversight of the city-states. Although these circles are technically illegal, but so long as no one gets hurt, all is well.

The Wayfinder

The largest gift given to new guild members is a Wayfinder. These small pieces of magi-tech roughly the size of a notebook are a digital field guide to the world of Wyldrivr. The Wayfinder is solar charged, meaning being out with it the field keeps it perpetually charged with enough reserves to last major night usage should the need arise. Some of the major features of the Wayfinder are updates on nearby guildhall or outposts and what activities are being held, a bestiary which can provide quick information on the creatures of Wyldrivr, and a notebook feature so you can take notes. You may also choose to update nearby Wayfinders of your new discoveries. The ability to communicate with other Wayfinders is not fully functional yet and prone to glitches, but Inoven inventors are working on ways to import new features to the Wayfinder, especially since most people in Wyldrivr attempt the Journey at some point. Almost everyone has a Wayfinder. The last major function is to act as a passport of sorts or a trophy case. When entering a new city-state or outpost members of the guild will “stamp” your Wayfinder. Acquiring virtual stamp-like badges like this can show how far your group has traveled and act as an incentive to stay on the Journey.





The Traveler's Guild

The Traveler's Guild is the largest organized "guild" in Wyldrivir. Started by the six leaders of the city-states, the guild runs major guildhalls in each of the main city-states, as well as smaller outposts in less populated areas. These locations, which dot the map of the island of Wyldrivir, offer groups of people taking on the Leader's Journey support through places to eat and sleep, as well as bulletin boards that can lead you on your way to new adventures!

The Traveler's Guild was founded by Syr Vernon, the former leader of Shardelia, who gave his title to Syr WORD. The Traveler's Guild was Vernon's last gift to the people of Wyldrivir before he set off to sea. As a result, a core theme of the Traveler's Guild is independence. Those who enter the Guild usually don't have many other responsibilities to stay a member, since ideally, those in the guild are out exploring and not sitting in outposts all day (except for staff members who ensure that these outposts and Guild Halls are running smoothly).

In the wake of Syr Vernon's leading hand, a human from the magician's circuit has taken up some of the major oversight of the guild. Hawthorne, as he is known, is a kind-hearted man who wants nothing more than to show the wonders of adventure to the younger people of Wyldrivir

Services

The Guild's major service to any member of a traveling group is free food and lodging. While a bit limited in quality, they are still warm meals and a soft bed for people who may have expected to rough it out by building camp. They are also a great place to get honest information about comings and goings about the world. A GM can easily slot adventure pitches into a Guild Hall or outpost. Outposts are often less dignified than a Guild Hall, which can fit far more and give those who stay there much higher quality accommodations. Outposts offer less quality but more convenience due to being set up in harsher locations in Wyldrivir.

Staff in a Guild Hall or outpost often host nightly events to bring travelers closer together, from workshops on certain skills which could become an attribute, to bonfires for social interactions, to guest speakers and musicians from across Wyldrivir.

ON CREATURES AND MONSTERS

Here in Wyldrivir, humans are not the only beings that have adapted to the Awakening. Less adaptable animals became creatures tied to the Worldsoul as well. This resulted in wild changes, and thus the term “Monster” was assigned to them.

A Monster is not its own creature, but rather a descriptor of any animal with so much Wyld Magic built up that it acts feral and crazed as a result. “Monster Helpers”, therefore, are not out to slay beasts, but instead to wear out these **Overloaded** creatures in non-harmful ways in order to let the magic inside them fade to a normal level, while mitigating damage the creature causes to itself and those around it. Unfortunately, sometimes a creature’s magical output is too great to be controlled and must be put down, but this is often a last resort.

Most monsters do not go into direct combat and do not need to abide by the Attribute system. You as the GM can make up their DCs and abilities on the fly. If you would like to produce Attributes for specific creatures however, go at it.

We have a few example creatures but feel free to go wild. Or in this case, be a little monstrous.

Crestyls

Crestyls are large bipedal birds hailing originally from Shardelia and have large crystals protruding from their bodies (hence their name). A Crestyl’s crystals come in a whole rainbow of colors, yet their feathers are usually just white or black. They are speedy mounts with a wide array of personalities.





Drakes

Instead of Winged Dragons, We have Drakes that evolved from lizards. Roughly the size of Mastiff dogs in their youth, they can end up huge in size. Their wings will probably come later. Probably.

Hydras

Hydra are a magical evolution of serpents. These can appear near Oaa on the land, and near Meratoll on the water.

Sea Serpents

Sea Serpents are just water snakes adapted with magic. Some are alleged to have powers that can predict the weather, or even in some rare cases, control it.

Aetherlings


Aetherlings are small creatures of one of the primary elements of magic, (Fire, Water, Wind, Earth, and Forest). While their base form is a formless mound of magic, when active, Aetherlings will often take on the shape of small mammals such as cats, dogs, or squirrels. Aetherlings often bond easily with whoever tends to them for a period of time, making loyal and fun pets for those magically inclined.

Alosue

Alosue are small quadrupedal creatures with the size and appetite of a pig. Their favorite snack is a specific type of metal alloy commonly sought after by artificers in Inoven, and as such they are prone to being little tricksters and can be found rooting around garbage cans in the back of mechanic shops. They have smooth skin and tend to be grey or black in color.

Stormchasers

Stormchasers are colossal birds resembling bearded vultures that scavenge both normal carrion and residual magic. These creatures are a rare sight, usually only appearing during electrical storms to feed off the magic energy that is left after lightning strikes. This magical absorption helps regulate the creatures' internal magic levels, meaning they rarely, if ever, turn wyld. The spectacle of a Stormchaser in action looks almost as if the bird itself is the source of the lightning, and the sight of one is considered a good omen among the people of Oaa.





Dust Devils

The Dust Devils of Oaa are canine ambush predators, stalking the scrublands of the region on uncannily long legs and camouflaged against the shifting sands and sun bleached rocks with fur color ranging from russet to pale yellow. Dust Devils are very nimble, able to jump from crevice to crevice on the plateaus, and incredibly intelligent. Their name stems from their unique ability to kick up minor dust storms when moving in packs, an intentional effect used as additional strategic camouflage. When turned wyld, a pack of Dust Devils can generate a major destructive cyclone.

Crate Crabs


Gigantic hermit crabs that can carry tons of things on their backs, Crate Crabs move at a very slow pace, but can react surprisingly quick to certain stimuli. They have bright lights emanating from the shells when they are uncovered, but some like to cover up these lights with refuse from anywhere they can find so as to be more stealthy. Some also uncover artifacts and wealth producing items from the sea floor from the days before the Awakening and carry them around so slowly they look like part of the seafloor. As a result, no one sailing or swimming above is any the wiser.

Red Rats

These little guys can and will eat anything. They aren't actually red, but they hang out in the few small scrap yards of Wyldrivr, and the rust has dyed their fur. They roll around in it to clean themselves. Technology is still new so they are few and far between, but in Inoven, you are most likely to find them.

Bumblekits:

Bumblekits are soft, fluffy little sweethearts about the size of a kitten who live in and around Torren, especially in the farmers fields, where they are often kept as pets. Bumblekits vocalize often, due to their social nature, which tend to be in the form of purring, chittering, and buzzing sounds. In the wild, they burrow into the ground like rabbits, often living in large groups called hives. They tend to form strong bonds with their caretakers and get lonely if left on their own for too long. In captivity, the blankets are not safe as their burrowing habits are still very present, Bumblekits sleep with their wings crossed, and get very cuddly when tired. They occasionally present their caretakers with gifts such as flowers similar to the way a cat would present gifts to their owners. Bumblekits are very clumsy and often struggle with coordination and balance.





Squiggans

These lil' guys evolved from squirrels when the Worldsoul awakened, named after spriggans due to their mossy backs, the little sprouts on their heads, and their fluffy chickweed tails that grow like wildfire on them. However, running around usually causes extra and excess growths to get combed off by branches, sometimes taking root and making the forests of Torren surprisingly soft. They are shy and will run away eventually but may trail you for food. They are social creatures among their own kind, who are surprisingly incredibly intelligent.

Smolotl

Translucent and swirling creatures, Smolotls float loosely through the air with a very soft and fragile feeling skin. Their regeneration skills are incredible, and if they get snagged on sharp objects, their limbs may pop and let out little wisps of smoke which form into new limbs. If they come in contact with smoke, they get bigger and float higher into the air. They like to hide in small crevices to avoid blowing away, and are often kept as pets because they are very easy to take care of and don't set things on fire as much as some other pet options.

Irido

A small lizard-like creature with chromatic skin that shifts between the colors of fire, the irido has frills along its jawline and head that leap up and wave like flames when it gets startled. Its irises sparkle and swirl in a mesmerizing dance, which they use to attract mates

Pyrrocks

The Pyrrock is a type of stone-eating beetle that secretes an oil that will burn for a long time. They form hives within rocky surfaces that are exposed to air. A telltale sign of a hive is when a rock surface glistens or an open flame abruptly flares. It is highly encouraged to not have any open flames around Pyrrock oil. Previous attempts to domesticate Pyrrocks have failed for a variety of reasons. Most notable of these was when a town fell in on itself because the beetles had eaten the foundation and then was promptly lit ablaze as the oil spilled everywhere.



THE DENIZENS OF WYLDRVIR

The Leaders of The City States

When they were young, the leaders of the city-states, spurred on by their friend Vernon, took a long trip together across Wyldrvir. Along their way, they made close friendships, cracked jokes, and had fun, as well as learning about the world making them ready to lead. Vernon led them for a while, but Vernon's wanderlust was too strong and they sailed away from Meratoll to who knows where. Hopefully one day they will come back with more stories, but until then, the leaders of the city-states urge young people to go on journeys with their friends, find their paths and stories, and leave the world more complete than they did... *and that is where you come in.*

Syr Apar (They/Them Pronouns)

Leader of Inoven, Syr Apar is a Changeling who takes a vested interest in the wellbeing of their city. Disguising themselves as anyone from the lowest worker, to a brilliant inventor's assistant, they are constantly on the move seeing what improvements need to be made firsthand, often going to dinner with commoners just to see what they want and discuss their needs.

Syr Corentin (He/him Pronouns)

Leader of Oaa, Syr Corentin is a Sky Elf. Corin, as he goes by most, started as a musician. He sought out a place where he could be himself, and find like-minded people. Oaa was founded on this belief which attracted him to this location immediately, and Corentin is the one constantly coming up with new ideas and concepts for the people of his kingdom.

Syr Ember (She/Her Pronouns)

Leader of Cindir, Ember is a Sun Eidolon that is incredibly level headed, fair-spoken, and a great diplomat. While Ember is at work, she is kind, caring, and a nurturing figure. Off work, Ember likes to cut loose hanging out with her many friends, and seeking out new journeys and thrills all around the world, bringing back with her stories and new ideas on how to innovate in Cindir.

Syr Ainsley (He/Him Pronouns)

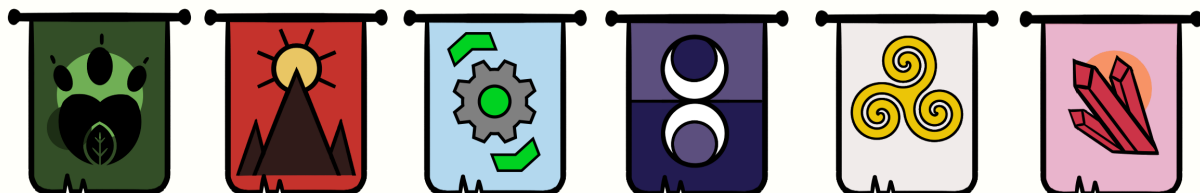
Leader of Torren, Ainsley is an Orc. Quiet and soft-spoken, Ainsley has always been the brightest of the leaders, and one of the best thinkers in his group. He is, however, terrified of public speaking, and freezes up on occasion. Luckily for him, his friends are always there to speak on his behalf whenever he “suddenly has a cold”. Ainsley is the eldest of the city state leaders.

Syr Noelani (She/Her Pronouns)

Leader of Meratoll, Noelani is a Moon Eidolon that was once a thrill junky pirate. Setting that aside, she now leads with a passionate voice. She is a great speaker, and someone with a level of blunt honesty people love and respect. She can be a little fickle, and a bit aggressive when pushed, but she does mean well and that same passion is often used for the betterment of Meratoll. This includes starting new projects simply based on “because it’s cool”. She may still even be a pirate on the side, but we aren’t sure.

Syr WARD (They/Them Pronouns)

Leader of Shardelia, WARD is the newest leader in their ranks and was created at first to watch the homestead of the past leader of Shardelia. In time, this Created went from Warden to WARD, and the bond between creator and created became almost familial. When WARD’s creator sailed away to see what lies beyond the sea, he entrusted WARD with Shardelia, and WARD has been doing their best to make their old friend proud. A Created of few words, but a big heart, WARD is well-loved and respected by the people they watch over.





Friendly Faces

There is no end to the amount of colorful characters you will find throughout your journey through Wyldrivir, but here is a list of a few npcs that you could meet along the way!

Aimon Petmenor - Sun Elf - They/Them

Personality Quirks: - Fast Talker - Uncreative - Easily Stressed

Carnel - Stone Eidolon - He/Him

Personality Quirks: - Hard of Hearing - Strongly built - In love with poetry

Anemone Holamaer - Halfling - She/Her

Personality Quirks - Dreams of Flight - Messy - Blunt

Digit - Created - They/Them

Personality Quirks - Wide eyed and curious (was literally made yesterday) - Still getting used to their basic functions (clumsy) - Wants to decorate the small tree that grows from their back.

Aeula Tradil - Moon Eidolon - She/Her/ They/Them

Personality Quirks - Will stay swimming for as long as possible - Are shy and have trouble talking to people - Run a pet shop for aquatic pets.

Wyx - Changeling - They/Them

Personality Quirks - Likes mixing and matching the forms of different people - Are a thrill seeking pirate - Loud mouthed and mischievous

Tempest - Sky Elf - He/Him

Personality Quirks - Scared of heights - Bookworm - A bit snarky, but also easily startled

Aubrey Beiven - Human - She/Her

Personality Quirks: - An up and coming magician - Tend to ramble when they get excited - Is bit of a fangirl for a famous Magician

Ebis Ashthorn - Kobaloi - He/They

Personality Quirks: - Highly Intelligent - Sometimes refers to himself in the third person - Really likes scented candles

CHARACTER QUICK START

If you are short on time, or in need of refresher or quick start, this appendix should give you all you need to make a new character as fast as possible. Step by step and with suggested ideas to jumpstart your creativity!

Step 1: Racial and City Attributes

The easiest attributes to pin down are the racial, and city state based ones. What these attributes accomplish is listed earlier in the guide but here they are again for your easy convenience.

Racial Attributes

- | | |
|---|--|
| • Sun Elf/Eidolon have “Touch The Blaze” (d6) or “Keeping Cool” (d6) | • Humans have “Adaptability” (d6) |
| • Moon Elf/Eidolon have “Tide Shifters” (d6) or “Aquatic Communal” (d6) | • Halflings have “Almost There” (d6) |
| • Stone Elf/Eidolon have “Cave Dwellers” (d6) or “Crystalline Armor” (d6) | • Changelings have “Now You See Me” (d6) |
| • Sky Elf/Eidolon have “Free as The Breeze” (d6) or “Float Like A Butterfly” (d6) | • The Created have “Relentless Discovery” (d6) |
| • Storm Elf/Eidolon have “Recharge” (d6) or “Wild Charge” (d6) | • The Kobaloi have “Bad Luck Charm” (d6) |
| • Fae/ Orcs have “Nature’s Bounty” (d6) or “Commune With The Worldsoul” (d6) | • The Illuna have “Blinding Brilliance” (d6) |
| | • The Mothfolk have “Phantasm Flutters” (d6) |

City State Attributes

- Shardelia is “Harnessing The Stone”. (d8) or “Dig A little Deeper” (d8)
- Inoven is “”Harnessing The Sparks”. (d8) or “tech-savvy” (d8).
- Oaa is “Harnessing the Wind” (d8) or “Artistic Vision” (d8)
- Meratoll is “Harnessing The Sea”. (d8) or “Just Keep Swimming” (d8)
- Cindir is “Harnessing The Flames”. (d8) or “Burning Passions” (d8)
- Torren is “Harness The Land” (d8) or “Grow” (d8)

Step 2: Pick Your Own Attributes

At the start of a game, each player gets **5 of their own hand picked attributes** alongside their race and city state attributes to flesh out their character and make them unique. If you are having trouble thinking of your own attributes, we have listed 24 here below for you to either pick from or guide you for making your own! As a reminder, you can only have one “chosen” attribute per die size when you begin. (The exception being racial and location attributes which are set and bring your **total up to 7**)

<i>Soothing Touch</i>	<i>Eye for Details</i>	<i>Decent At Cooking</i>	<i>Observant</i>
<i>Animal Lover</i>	<i>Spontaneous</i>	<i>Natural Born Leader</i>	<i>Childlike Innocence</i>
<i>Survivalist</i>	<i>Navigator</i>	<i>Genius Inventor</i>	<i>Expert Debater</i>
<i>Light on your Feet</i>	<i>Nautical Awareness</i>	<i>Stealthy</i>	<i>Good With People</i>
<i>Mediator</i>	<i>Rough Exterior</i>	<i>Bad Luck</i>	<i>Herbalist</i>
<i>Dramatic Flare</i>	<i>Storyteller</i>	<i>Cartographer</i>	<i>Medic</i>

Magic in Wyldrivr is also handled with attributes. While your location and race can give a slight taste of magic, you can add magic attributes in the 5 you choose to be more skilled in that form or other forms of magic. Remember that magic attributes start at a d8 or lower, but those skills can be improved with time.

<i>Pyromancy</i>	<i>Cryomancy</i>	<i>Illusionist</i>	<i>Wind Based Magic</i>
<i>Geomancy</i>	<i>Lightning Based Magic</i>	<i>Hydromancy</i>	<i>Chloromancy</i>
<i>Storm Summoner</i>	<i>Healing Magic</i>	<i>Enchanter</i>	<i>Wylđ Magic</i>

While combat is **not** a major focus, if you would like to create a character that has skill with certain weapons, that will also be an attribute you can choose in your 5. We have some optional attributes for if you want to give your character a combative slant. If you add combative attributes use the same rule with magic of it having to start at a d8 or lower, *unless* this style of combat is highly critical to your character, for example if you're making a martial artist character, it makes sense martial arts would be higher than a d8.

<i>Good With A Blade</i>	<i>Expert Marksman</i>	<i>Defensive Shield</i>	<i>Brawler</i>
<i>Polearm Master</i>	<i>Mounted Lancer</i>	<i>Improvised Weaponry</i>	<i>Martial Arts</i>

You can pick from a mix of these tables to vary up your character creation, but remember combat and magic attributes still go into your chosen 5 attributes and that you have 7 attributes in total at the start of the game.

Step 3: Backstory and Fluff



Congratulations! From a mechanics standpoint, you just made your character! Your items in your backpacks will be decided when play begins, but you may have a few ideas of possible items and if so, you can keep them in your notes until play begins.

Read through the blurbs about the city-states to get a feel for a possible backstory! We have created free documents that detail more about each city state, but your GM is also a great resource! That said, We do have a few quick ideas for you to help flesh out your backstory.

One good way would be to create three rumors about your character you think would have originated from either their hometown, or from the ideas of fellow travelers. One good, one bad, and one false. This could encourage early roleplay!

The City-states also have unique cultures and being around those cultures would have made a traveler more prone to a certain kind of character archetype. While these don't have to be true of any denizen of a certain city-state, the following are a list of three common occupations/interests that people in each city-state find themselves drawn to or resisting in the pursuit of breaking away from their culture.

Inoven- Inventors, Engineers, Magicians

Oaa- Artists, Crestyl racers, Musicians

Cindir - Scientists, Librarians, Fiery Thrill-seekers

Torren - Gardeners, Students of the Worldsoul, Herbalist

Meratoll- Pirates (thrill seeking sailors), Fishermen, Underwater Explorers

Shardelia- Miners, Gem Sellers, Monster Helpers



Character Templates



Through playtesting one constant point of conversation is the open-ness of the attribute system and the possible choice paralysis it could leave for a brand-new player. A middle ground between the freedom the system provides, and the non-brain melting setup of more mechanically complex TTRPGs, was something we wanted to try and hit with this. As a result, the middle ground we found was a "Template" structure, giving you possible archetypes for Wyldrivr characters to be based around when you create them. You can of course modify these templates to your content and what personality traits you deem best for the character. These templates will not come with a racial or city state based attributes, since those are up to you in character creation but instead give options for the 5 self-chosen D12 - D4 attributes. This also allows for easy NPC creation!

Magician

(Magicians In Wyldrivr are performer mages who focus less on the efficiency of magic and more the flare and sanctioned "magic duels")

D12 - Dramatic Flare

D10 - Perfectionist

D8 - (Insert a branch of Magic here)

D6 - Spontaneous

D4- My Own Manager

Researcher

(A Researcher is often working with other scientists in Wyldrivr to uncover more about the world they live in)

D12 - Endless Curiosity

D10 - Intelligence

D8 - Observant

D6 - Documentor

D4 - Survivalist

Elemental Adept

(This can work for any character in Wyldrivr who tends to focus in on one kind of magic)

D12- Focused

D10 - Survivalist

D8 - (Branch Of Magic)

D6 - Magically Aware

D4 - Wyld Magic



Monster Helper

(Monster Helpers work to aid Wyld creatures in Wyldrvir)

D12 - Animal Lover

D10 - Fearless

D8 - Improvised Weaponry {This can be replaced with a branch of magic}

D6 - Survivalist

D4 - Light On Your Feet

Mediator

(This can be used for wise adults, city state leaders, and or anyone who focuses on solving interpersonal issues)

D12- Mediator

D10- Good With People

D8 - Observant

D6 - Soothing Touch

D4 - Medic

Pirate

(A Pirate in Wyldrvir is a storm chasing thrill seeker out on the high seas)

D12- Nautical Awareness

D10 - Fearless

D8 - Navigator

D6- Cartographer

D4 - Good With People

Traveler's Guild Leader

(Anyone who runs an outpost or guild hall can use this)

D12 - Storyteller

D10 - Survivalist

D8 - Good With People

D6 - Cartographer

D4 - Animal Lover

Ranger

(A scout or tracker in the wildlands of Wyldrvir)

D12 - Observant

D10 - Survivalist

D8 - Natural born leader

D6 - Light on your feet

D4 - Storyteller



Inventor

(Someone who focuses in on Technology instead of Magic to create new inventions)

D12 - Intelligent

D10 - Spontaneous

D8 - Genius Inventor

D6 - I Can Fix This

D4 - Always Prepared

Fellow Traveler

(Anyone you encounter on your travels who is partaking in their own journey)

D12 - Spontaneous

D10 - Light On Their Feet

D8 - Navigator

D6 - Childlike Innocence

D4 - (Fill any branch of magic here)

Shopkeeper

D12 - Expert Debater

D10 - Good With People

D8 - Spontaneous

D6 - Eye For Details

D4 - Good With Cogs

Farmer

D12 - Herbalist

D10 - Survivalist

D8 - Animal lover

D6 - Observant

D4 - Decent at cooking

Sailor:

D12 - Nautical awareness

D10 - Navigator

D8 - Rough exterior

D6 - Eye for details

D4 - Spontaneous (sea shanties)



CHARACTER SHEET TEMPLATE

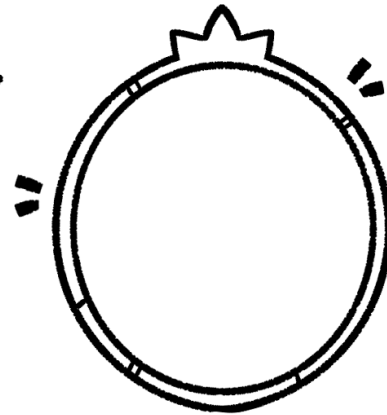
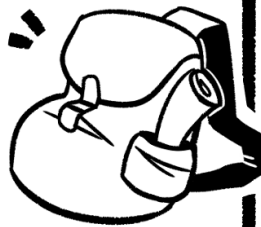
 -WYLDRVR-

name race pronouns

BACKSTORY	
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dice	ATTRIBUTES
	race
	city

BACKPACK



-NOTES-

A WORLD OF ADVENTURE AWAITS

And that's Wyldrvir! We hope you have plenty of fun stories to tell as you go on a magical journey with a few of your friends. We will be working to make more and more of this world come alive with adventures, and add more information on the world; for us writers, our journey is only beginning, and we have many more adventures ahead before we reach our final destination. We hope to have you along with us for the ride!



Meet the Authors



Crow (@crowva_arts) is a 19 year old nonbinary artist with a love of all things storytelling. They hope to make their own graphic novel one day to share their passion for good stories and characters to a larger audience. Their number one world building rule is that there *must* be at least one cool bird creature, thus insisting that the world of Wyldrivr is full of very cool birds.



Bee (@wyldrivr) is a 21 year old TTRPG creator, podcaster and all around nerd. Creating Wyldrivr as a potential oneshot idea and ran with it to this day. When he is not writing for Wyldrivr he is likely watching youtube or planning a new campaign idea. He also has a Yorkie/ Mini Schnauzer mix named Sadie who is the most important part of the Wyldrivr team.





**And now a huge thank you to all of the people who helped make
this little game possible:**

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who have helped us create amazing content in our expanded materials.

Our fabulous editor Cash (@Cashmaster)

River (@reverii) who created the original cover layout for the beta
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All of our cast and crew from the Wyldr Vir Podcast.

Our wonderful patrons and play testers! We honestly can not thank you
for your support enough

And all of **you** for enjoying our content and making it your own!