



Name \_\_\_\_\_

Pronouns \_\_\_\_\_

Age \_\_\_\_\_

# BACKPACK

## SPELL DIE



## EXPERIENCE

--	--	--	--	--	--	--	--	--	--

## SKILLS HUMAN DIE

Mental     

○○○○○

○○○○○

○○○○○

○○○○○

○○○○○

○○○○○

Physical     

○○○○○

○○○○○

○○○○○

○○○○○

○○○○○

○○○○○

Social     

○○○○○

○○○○○

○○○○○

○○○○○

○○○○○

○○○○○

## Damage

-1	-2	-3

EACH TIME THE FINAL BOX OF A LEVEL IS FILLED IN IT REDUCES YOUR RESISTANCE BY A SET AMOUNT LISTED ABOVE.

## PATHS

### CEREMONIAL

Enchantment

Linking

Ritual

### CREATION

Simulacrum

Illusion

Healing

### CRYPT

Cryptids

Myst

Spirits

### FOLK

Cleansing

Preparations

Warding

### HEX

Curse

Death

Protection

## STRESS



STRESS IS SPLIT INTO THREE SECTIONS. EACH SECTION ADDS A PERMANENT +1 ID TO ALL TASKS.

### Healing Hands

Once per Witching Hour, for 3 Stress, can heal up to 3 Minor wounds on a touch for the remainder of the Scene. Does not require a roll.

### Healing font

Once per Witching Hour, for 3 Stress, can summon a Simulacrum that produces healing waters. Anyone who drinks from it can remove up to 3 Minor wounds. Does not require a roll.

### Mind over Matter

One per Witching Hour, for 3 Stress, can create an illusion so powerful that a fellow practitioner forgets about their wounds. They ignore all Aptitude Reduction from their wounds for the Scene; even those gained by new wounds. Does not require a roll.

## TRADITION

Name \_\_\_\_\_

Benefits \_\_\_\_\_

Traditions \_\_\_\_\_

# EQUIPMENT

---

Town

Traveling

☐ Tea Set

☐ Healer's Poultice

☐ Chalk

☐ ☐ Herbs

- ☐ Sleeping Bag
- ☐ Tent
- ☐ Spade
- ☐ Hiking Pole/ Stick
- ☐ Batteries
- ☐☐ Rope
- ☐☐☐ Food (Daily)
- ☐☐☐ Fuel (Daily)

- ☐ ☐ Preparation Materials
- ☐ Ritual Components
- ☐ *Flashlight*
- ☐ First Aid Kit
- ☐ Food (single meal)
- ☐ ☐ Fuel (single use)

---

---

---

---

# NOTES

# PORTRAIT

[illegible]