



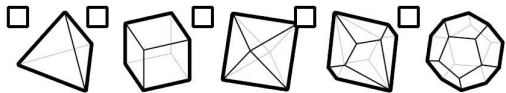
Name \_\_\_\_\_

Pronouns \_\_\_\_\_

Age \_\_\_\_\_

# HEDGE MAGE
















## 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.

### Grandma's Home Cooking

Once per Witching Hour, for 3 Stress, you can be inspired to know the type of food or drink an aggressive spirit liked in life. By producing this foodstuff you may calm them for a Scene. This does not require a roll.

### Have A Cookie

Once per Witching Hour, for 3 Stress, you can produce a Prepared food or drink item and name its magical effects as if you'd previously made it earlier that day. Its effects are of the minimum possible roll by the practitioner. This does not require a roll.

### A Dash of Garlic

Once per Witching Hour, for 3 Stress, you may create a Ward with just the food items you have on hand, rather than typical warding tools such as plain salt or chalk. This does not require a roll or use any food items in your inventory.

## TRADITION

Name \_\_\_\_\_

Benefits \_\_\_\_\_

Traditions \_\_\_\_\_

# EQUIPMENT

---

Town

Traveling

- ☐ Tea Set
- ☐ Hot Pot
- ☐ ☐ Herbs
- ☐ Baking Goods

- ☐ 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]