



Name _____

Pronouns _____

Age _____

HEX MONGER

SPELL DIE



EXPERIENCE

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SKILLS

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

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

☐ Double the Devil

Once per Witching Hour, for 3 Stress, you can lay a Curse upon a corporeal creature whose Level Die does not exceed your Hex Die that will take effect twice. This does not require a roll.

☐ Double Tap

Once per Witching Hour, for 3 Stress, you can apply any amount of damage you've inflicted upon a corporeal creature to another creature you can see. This second application of damage does not require a roll.

☐ Not On My Watch

Once per Witching Hour, for 3 Stress, you may have two active Protections spells on a single person.

TRADITION

Name _____

Benefits _____

Traditions _____

EQUIPMENT

Town

Traveling

- ☐ Focus
- ☐ Protection Charm
- ☐ ☐ Ammunition
- ☐ *Firearm*

- ☐ 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]