



Name \_\_\_\_\_

Pronouns \_\_\_\_\_

Age \_\_\_\_\_

TIM
















## SPELL DIE



## EXPERIENCE

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## 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.

### I Got Just The Thing

Once per Witching Hour, for 3 Stress, you can produce an enchanted 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 special does not require a roll.

### Supercharge

Once per Witching Hour, for 3 Stress, you can add your Enchantment Aptitude to an existing enchanted item. This Aptitude does not stack with the current amount on the item, instead only conferring whichever is greater.

### Don't fail Me Now

Once per Witching Hour, for 3 Stress, you can re-roll one failed task that used an enchanted item as part of the casting. You must accept the new roll as your result and do not gain the experience from the previous roll.

## TRADITION

Name \_\_\_\_\_

Benefits \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Traditions \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

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\_\_\_\_\_

# EQUIPMENT

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Town

Traveling

- ☐ Chalk
- ☐ Enchanted Dowser
- ☐ ☐ Enchanted Silver
- ☐ Focus

- ☐ 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)

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# NOTES

# PORTRAIT

[illegible]