



# Modern Magick

QUICKS+ART+  
GUIDE

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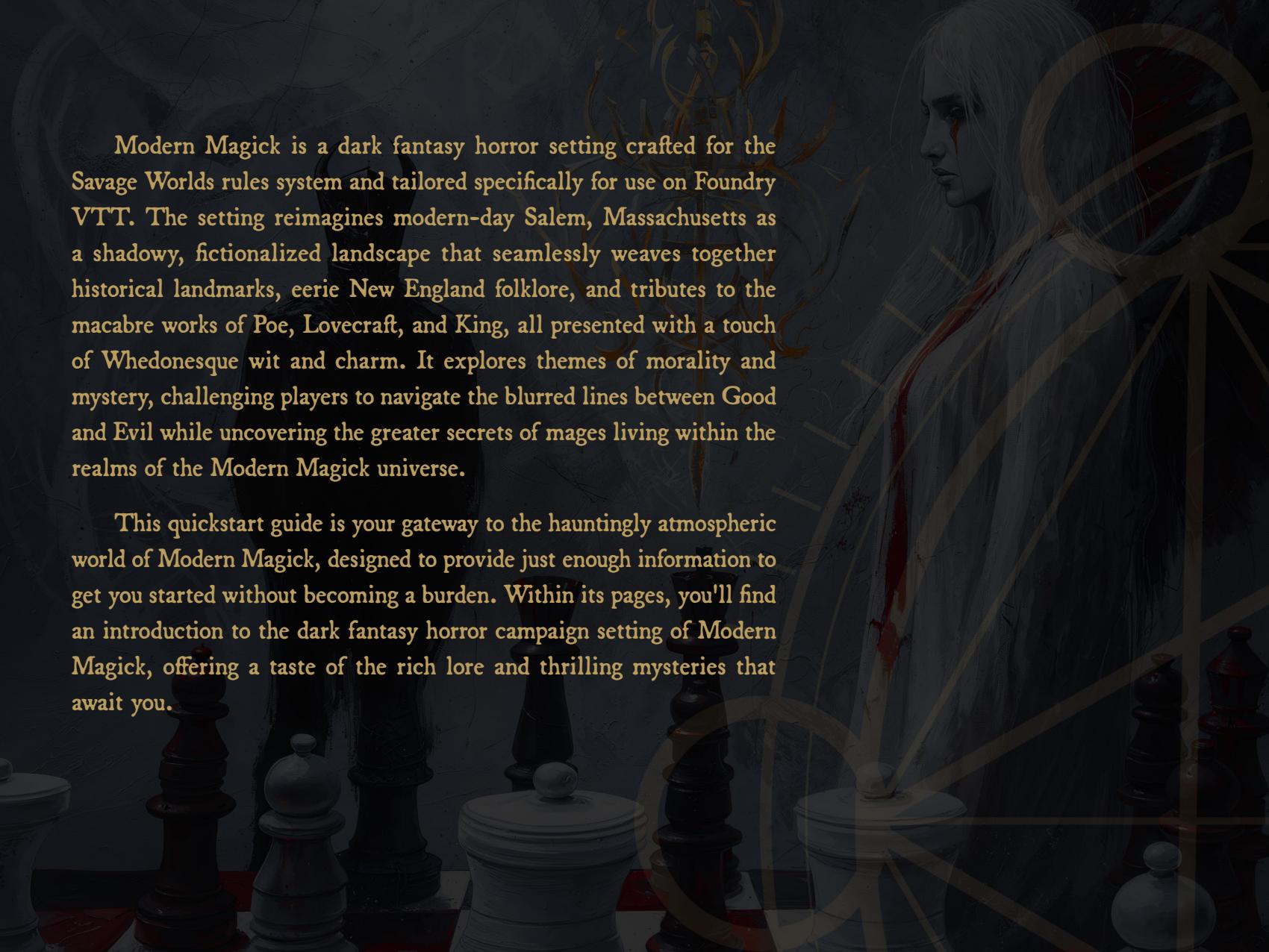
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# CHAPTER 1.

## WELCOME





Modern Magick is a dark fantasy horror setting crafted for the Savage Worlds rules system and tailored specifically for use on Foundry VTT. The setting reimagines modern-day Salem, Massachusetts as a shadowy, fictionalized landscape that seamlessly weaves together historical landmarks, eerie New England folklore, and tributes to the macabre works of Poe, Lovecraft, and King, all presented with a touch of Whedonesque wit and charm. It explores themes of morality and mystery, challenging players to navigate the blurred lines between Good and Evil while uncovering the greater secrets of mages living within the realms of the Modern Magick universe.

This quickstart guide is your gateway to the hauntingly atmospheric world of Modern Magick, designed to provide just enough information to get you started without becoming a burden. Within its pages, you'll find an introduction to the dark fantasy horror campaign setting of Modern Magick, offering a taste of the rich lore and thrilling mysteries that await you.

## YOU ARE A MAGE

You are a Mage, one of the rare few whose Will and Imagination shape the fabric of reality itself, bending the world to their desires. Mages stand as the ultimate paragons of destructive creation, wielding forces both awe-inspiring and terrifying. They craft breathtaking beauty with one hand while conjuring unspeakable ruin with the other.

Mages live by a timeless tenet, echoed through the halls of every lodge and guild house. “Those who CAN... WILL.” Those who hold power are destined to shape the world according to their will and only one question remains. What will YOU do with yours?

## PRE-GAME CHECKLIST

1. Voice Server Invite
2. Get a Foundry Login
3. Read This Quickstart
4. Select a Character

# THE WORLD

The world of Modern Magick is a dark, mystical reflection of our own, where every piece of folklore and legend contains a kernel of truth. Magic exists, occasionally revealing itself in ways humanity cannot ignore, yet it remains cloaked in mystery and plausible deniability. Governments publicly outlaw its use while secretly working to exploit its power for their own purposes. Despite these efforts, concrete evidence of magic or its practitioners remains elusive. People acknowledge the existence of mages, but they struggle to identify anyone who can provide undeniable proof. Magic is the ultimate open secret and mages plan on keeping that way.

## SALEM MA

Salem, Massachusetts, is one of the most mystically charged and powerful locations in North America. An unseen yet undeniable force amplifies magic within its borders, drawing from the energy coursing through its lighthouses and strategically placed landmarks. This enigmatic force serves as a beacon, calling to mages and other supernatural beings who are irresistibly drawn to its power. Salem is currently home to 13 mages (not counting players), making it one of the most densely populated regions for arcane practitioners on the planet.

## HOW DOES IT WORK?

Spellcasting is an act of pure willpower, a raw exertion of the caster's intent that bends reality to their desires. In Savage Worlds terms, this makes the Spirit attribute the primary trait for mages. While the mechanical effects of your powers are predefined on your character sheet, the narrative elements, such as the words spoken, gestures performed, materials used, and the visual or sensory manifestation of your magic, are entirely yours to define. These creative flourishes are referred to as trappings in Savage Worlds.

We have provided some examples to get you started but feel free to personalize and change this storytelling aspect of your magic. Let your character's powers reflect their unique personality and style, weaving them into the rich tapestry of the game's narrative.

# ...AND SO IT BEGINS

Mages follow a spectrum of moral philosophies — some align with good, others with evil, and most dwell within countless shades of grey in between. Yet, all are bound by three unbreakable rules, known as "The Gentle Covenant." Ironically, there is nothing gentle about the enforcement of these laws. Young mages quickly learn that any breach is met with unrelenting severity, and they take these tenets with deadly seriousness.

I.

*I shall not, by will or neglect, draw the gaze of the mundane upon the Lodges of Arcane or my brethren and sisters in the Arts. For we are the few, and they are legion and fearful.*

II.

*I shall never wield the Arts to conquer or subjugate the mundane realms. Their kingdoms hold no prize worth the peril of their scrutiny.*

III.

*I shall grant no mercy to a renegade. Those who bear the mark are anathema to our tenets, the undoing of our craft, and deserving only of death.*

The following pages detail the seven pre-made characters designed for the introductory adventure. Each of them has, at some point, bent — or even outright broken — one of the three rules of The Gentle Covenant. While none of their infractions have warranted being declared a renegade, their actions were significant enough to prompt a formal “request” to appear at The Mage’s Guild Hall for a disciplinary censure of their behavior.

This tribunal is where your story begins...

# CHAPTER 2.

# THE CHARACTERS





# Modern Magick

## THE CHARMER

Your YouTube channel, “Doin’ It With Diego”, has skyrocketed you to fame in the lifestyle and influencer world. Fans hang on your every word, craving your take on trends, products, and the finer things in life. Some even aspire to be you — an honor that brings its own unique challenges.

You’ve never been one to dwell on a problem for too long and tend to prefer your gut feelings over facts when making decisions. Lately, the pressure to keep your fans entertained and your channel growing has started to clash with your vow to keep magic hidden from the public eye. Over the past six months, your increasingly bold activities have pushed the boundaries, bringing you perilously close to exposing The Arts. Now, your presence has been “requested” at the Guild Hall for a formal tribunal. You can’t escape the feeling that this time, you’ve gone too far, and the consequences will be far worse than you imagined.

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# TRAITS

AGILITY D6

SMARTS D4

SPIRIT D12

STRENGTH D6

VIGOR D8

PACE 6

PARRY 5

TOUGHNESS 6

ATHLETICS D6

COMMON KNOWLEDGE D4-I

FIGHTING D6

NOTICE D4-I

PERSUASION D10

PERFORMANCE D10

SPELLCASTING D10

STEALTH D6

# HINDRANCES

## Amorous (Minor)

-2 penalty to resist Tests by any character with the Attractive or Very Attractive Edge.

## Big Mouth (minor)

Unable to keep secrets and constantly gives away private information.

## Clueless (major)

-1 to Common Knowledge and Notice rolls.

# EDGES

## Arcane Background: Magick

20 power points, roll on the Willworkers's backlash table.

## Charismatic

Your hero is likable for some reason. You may be trustworthy or kind, or might just exude confidence and goodwill. You get one free reroll on Persuasion rolls.

## Elan

When you spend a Benny to reroll a Trait, add +2 to the total.

## Famous (upgraded Fame)

Your character is a minor celebrity because of their lifestyle YouTube channel, "Doin' It with Diego."

# GEAR

- ❖ iPhone 16 Pro,
- ❖ 14" MacBook Pro
- ❖ DJI drone
- ❖ Designer Yoga Mat
- ❖ Color coordinated shoe collection.

# P⊕WERS

## Boost/Lower Trait

This power allows a character to increase or decrease a target's Trait (attribute or skill).

## Detect/Conceal Arcana

This allows the recipient of the power to detect or conceal all supernatural persons, objects, or effects.

## Disguise

Disguise allows the target to assume the appearance of another person of the same Size and shape, including clothing.

## Dispel

Dispel allows a hero to negate enemy powers. It has no effect on permanent enchantments or innate abilities.

## Empathy

This power grants a +1 bonus (+2 with a raise) to all Intimidation, Persuasion, Performance, or Taunt rolls against the target for the Duration of the power.

## Illusion

Illusion can be used to create a visual scene or replica of almost anything the caster can imagine.



## ADVANCES

### Novice Advances

1. Raise Attribute: Smarts
2. Edge: Charismatic
3. Edge: Fame

### Seasoned Advances

4. Edge: Elan
5. Edge: Famous

# Modern Magick

## THE SAVANT

Your unparalleled talent for magic earned you the title of the youngest inquisitor in the history of the Salem Mage's Guild, a role that demands both intellect and unyielding resolve. Renegade images have often mistaken your youth for weakness, only to discover your skill and conviction too late.

Your flawless record in tracking renegades was shattered when you let Miles Fenwick escape during a pursuit in York, Maine. A moment of hesitation — caught on a 7 Eleven security camera — has landed you in hot water, with a summons to the guild hall for disciplinary action.

But something about Miles lingers in your mind. The circumstances surrounding his renegade status don't add up, and the thought has been gnawing at you ever since. For now, though, you've kept your doubts to yourself.

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# TRAITS

AGILITY D6

SMARTS D10

SPIRIT D12

STRENGTH D4

VIGOR D4

PACE 6

PARRY 2

TOUGHNESS 4

ACADEMICS D4

ATHLETICS D4-2

COMMON KNOWLEDGE D8

NOTICE D10

OCCULT D10

PERSUASION D4

PERFORMANCE D10

RESEARCH D10

SCIENCE D6

SPELLCASTING D10

STEALTH D6-2

# HINDRANCES

Clumsy (major)

-2 penalty to Athletics and Stealth rolls.

Curious (major)

Curious characters have to check out everything and always want to know what's behind a potential mystery or secret.

# EDGES

Arcane Background: Magick

+2 power points, roll on the Willworkers's backlash table.

Savant

Increases a Magick total after it's rolled by +1 for 1 Power Point, or +2 for 3 Power Points. It may not be used to improve a Critical Failure.

Inquisitor

You excel at using counter magic, +2 when casting Dispel and Detect Magic.

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# GEAR

❖ iPhone 16 Pro

❖ Sigilbound Shackles

❖ The Inquisitor's Seal

❖ Locator crystal

❖ Small hourglass

# POWERS

## Boost/Lower Trait

This power allows a character to increase or decrease a target's Trait (attribute or skill).

## Arcane Protection

Hostile powers suffer a -2 penalty (-4 with a raise) to affect this character.

## Detect/Conceal Arcana

This allows the recipient of the power to detect or conceal all supernatural persons, objects, or effects.

## Dispel

Dispel allows a hero to negate enemy powers. It has no effect on permanent enchantments or innate abilities.

## Sound/Silence

Sound mimics any known sound or voice, emanating from a point of origin within Range at a volume up to the sound of a loud shout. Silence does the opposite.

## Stun

Victim must make a Vigor roll (at -2 with a raise on the arcane skill roll) or be Stunned.

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# ADVANCES

## Novice Advances

1. Raise Attribute: Smarts
2. Skills: Occult/Notice
3. Edge: Inquisitor

## Seasoned Advances

4. Attribute: Spirit
5. Skills: Research/Academics

# Modern Magick

## THE INTIMIDATOR

There are two types of people in this world: those who fear you and those who haven't met you yet. As the Director of The Essex Heritage Credit Union, your sharp business acumen and unyielding leadership have earned you a reputation as a force to be reckoned with. As a mage, your mastery of arcane dueling is the stuff of legend, leaving rivals in awe and adversaries in ruins. Few dare to cross you, and those who do rarely get a second chance.

You have been accused of breaking the second accord of The Gentle Covenant by using fate magic to amass an obscene amount of wealth for yourself. While you're no saint, the truth is you didn't commit the crime they're accusing you of. The fallout has been devastating: you've lost your job, your connections, and most of your fortune. Yet, you've heard whispers that they will stop short of declaring you a renegade mage... for now. Finding those who set you up is high on your to-do list.

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# TRAITS

AGILITY D8-I

SMARTS D6

SPIRIT D12

STRENGTH D6-I

VIGOR D6-I

PACE 5

PARRY 6

TOUGHNESS 5

ATHLETICS D8

COMMON KNOWLEDGE D6

FIGHTING D8

GAMBLING D6

INTIMIDATION D10+2

NOTICE D6

OCCLUSI D6

PERSUASION D6-I

SPELLCASTING D10

STEALTH D8

TAUNT D6

## HINDRANCES

### Elderly (Major)

Pace is reduced by 1, subtract 1 from running rolls. -1 penalty to Agility, Strength, and Vigor rolls, but not their linked skills. 5+ extra skill points which may be used for any skills linked to Smarts.

### Mean (Minor)

Subtract 1 from Persuasion rolls.

### Stubborn (Minor)

Stubborn individuals always want their way and never admit they're wrong.

## EDGES

### Arcane Background: Magick

+2 power points, roll on the Willworkers's backlash table.

### Martial Warrior (upgraded from Matrial Artist)

Increase the warrior's Fighting bonus to +2 and her damage die an additional step.

### Menacing

+2 to her Intimidation rolls.

### Wizard

A Wizard can spend 1 extra Power Point when casting a power to change its Trapping.

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## GEAR

- ❖ Foldable Smart Phone
- ❖ 15" MacBook Pro
- ❖ AMEX Black Card
- ❖ Lucky Coin
- ❖ Zippo Lighter

# P⊕WERS

## Barrier

Barrier creates a straight wall 5' (10 yards) long

## Blast

Blast launches a ball of explosive energy or matter.

## Boost/Lower Trait

This power allows a character to increase or decrease a target's Trait (attribute or skill).

## Detect/Conceal Arcana

This allows the recipient the power to detect or conceal all supernatural persons, objects, or effects.

## Dispel

Dispel allows a hero to negate enemy powers. It has no effect on permanent enchantments or innate abilities.

## Elemental Manipulation

This power grants basic control over the four traditional elements: air, earth, fire, and water

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## ADVANCES

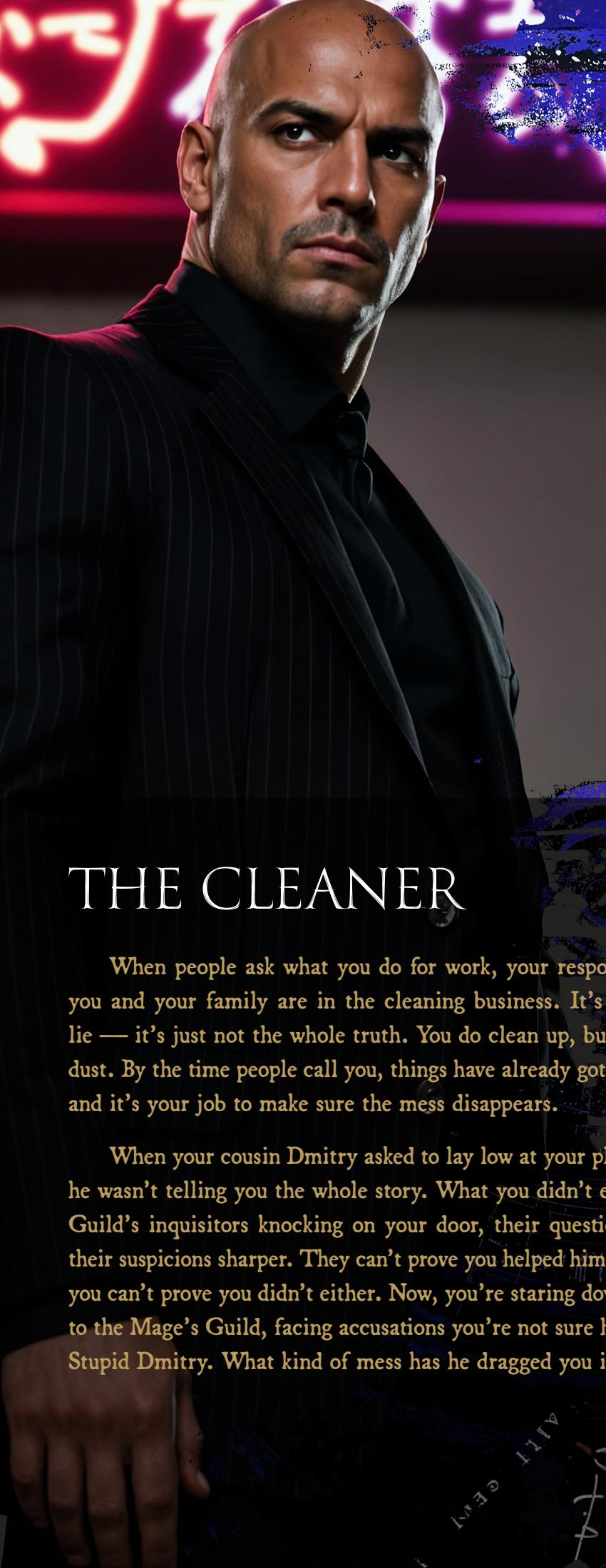
### Novice Advances

1. Raise Attribute: Agility
2. Edge: Martial Artist
3. Fighting/Stealth

### Seasoned Advances

4. Raise Attribute: Strength
5. Athletics/Persuasion
6. Edge: Martial Warrior
7. Wizard

# Modern Magick



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## THE CLEANER

When people ask what you do for work, your response is simple: you and your family are in the cleaning business. It's not exactly a lie — it's just not the whole truth. You do clean up, but not stains or dust. By the time people call you, things have already gotten very dirty, and it's your job to make sure the mess disappears.

When your cousin Dmitry asked to lay low at your place, you knew he wasn't telling you the whole story. What you didn't expect was the Guild's inquisitors knocking on your door, their questions sharp and their suspicions sharper. They can't prove you helped him escape — but you can't prove you didn't either. Now, you're staring down a summons to the Mage's Guild, facing accusations you're not sure how to defend. Stupid Dmitry. What kind of mess has he dragged you into this time?

# TRAITS

AGILITY D0

SMARTS D6

SPIRIT D8

STRENGTH D6

VIGOR D6

PACE 6

PARRY 5

TOUGHNESS 5

ATHLETICS D4

COMMON KNOWLEDGE D4

DRIVING D6

FIGHTING D6

NOTICE D6

OCULUS D6

PERSUASION D0

REPAIR D6

SHOOTING D0

SPELLCASTING D8

STEALTH D6

# HINDRANCES

## Greedy (Minor)

You argue bitterly for more than your fair share of any loot or reward the party might come across.

## Loyal (Minor)

You would risk your life for your friends without hesitation.

## Talisman (Major)

The caster is dependent on a physical item to activate his powers.

# EDGES

## Arcane Background: Magick

+2 power points, roll on the Willworkers's backlash table.

## Assassin

+2 to damage rolls when your foe is Vulnerable or you have The Drop.

## Heirloom

You have inherited Koschei's Needle, an unassuming relic that transforms into a weapon capable of killing anything.



# GEAR

❖ Galaxy S24 Pro

❖ 14" Laptop

❖ Expensive Suit

❖ Koschei's Needle

# P⊕WERS

## Boost/Lower Trait

This power allows a character to increase or decrease a target's Trait (attribute or skill).

## Detect/Conceal Arcana

This allows the recipient of the power to detect or conceal all supernatural persons, objects, or effects.

## Dispel

Dispel allows a hero to negate enemy powers. It has no effect on permanent enchantments or innate abilities.

## Entangle

If cast successfully, the target is Entangled (or Bound with a raise on the arcane skill roll).

## Protection

+2 points of Armor. With a raise, the bonus is applied to Toughness instead.

## Smite

The weapon's damage is increased by +2, or +4 with a raise.



## ADVANCES

### Novice Advances

1. Raise Attribute: Agility
2. Shooting/Stealth
3. Edge: Assassin

### Seasoned Advances

4. Raise Attribute: Agility
5. Shooting/Stealth



# Modern Magick

## THE REACQUISITION SPECIALIST

Funny thing — some mages seem to have a knack for acquiring items that don't really belong to them. You've made a career out of getting those items back. Sometimes, it's through careful negotiation. Other times, it's by meticulous investigation. But your favorite method? "Direct Reclamation."

They haven't told you which accord of The Gentle Covenant you've allegedly broken, but one thing is certain: you've angered someone with considerable power. Your thoughts keep circling back to Hans Krieger, the senior partner at Krieger, Faust, and Geist. Your family and him share a long, bitter history. If anyone would twist the accords against you, it's him.

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# TRAITS

AGILITY D8

SMARTS D8

SPIRIT D10

STRENGTH D6

VIGOR D6

PACE 6

PARRY 5

TOUGHNESS 5

ATHLETICS D6

COMMON KNOWLEDGE D4

FIGHTING D6

HACKING D6

NOTICE D6

OCULUS D6

PERSUASION D4

SPELLCASTING D10

STEALTH D8

TAUNT D8

THIEVERY D8+1

# HINDRANCES

## Driven (Minor)

Hans Krieger possesses an heirloom ring that rightfully belongs to your family... you are going to steal it back.

## Grim (minor)

You are Provoked on any successful Taunt — whether the opponent has the Provoke Edge or not.

## Thin Skinned (major)

You get -4 when resisting Taunt attacks.

# EDGES

## Arcane Background: Magick

20 power points, roll on the Willworkers's backlash table.

## Thief

+1 to Athletics rolls made to climb in urban areas, +1 to Stealth rolls when in an urban environment, and +1 to Thievery.

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# GEAR

❖ iPhone 16 Pro

❖ 14" Linux Laptop

❖ Lockpicks

❖ Electronic Key Cloner

❖ Cat's Eye Amulet

# P⊕WERS

## Boost/Lower Trait

This power allows a character to increase or decrease a target's Trait (attribute or skill).

## Burrow

Burrow allows the recipient to meld into solid surfaces like walls or the ground.

## Detect/Conceal Arcana

This allows the recipient of the power to detect or conceal all supernatural persons, objects, or effects.

## Dispel

Dispel allows a hero to negate enemy powers. It has no effect on permanent enchantments or innate abilities.

## Light/Darkness

Creates light or darkness in an area the size of a Large Blast Template.

## Lock/Unlock

Lock or unlock doors, windows, or containers.

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## ADVANCES

### Novice Advances

1. Raise Attribute: Smarts
2. Edge: Thief
3. Thievery/Stealth

### Seasoned Advances

4. Raise Attribute: Spirit
5. Spellcasting/Occult

# Modern Magick

## THE EXORCIST

At first glance, the Roman Catholic Church might seem like the last place a mage would want to work. But the Church is nothing if not pragmatic — they need miracles, and you can provide them. If something extraordinary happens during one of your exorcisms, it's never traced back to you. It must have been God's will. Everyone is satisfied, and not many questions get asked.

That is, until the Chinatown incident. Most exorcisms don't end with a 35-foot Chinese dragon spirit tearing through a busy subway station and exploding it into shrapnel. While the Church has decided to look the other way, the Mage's Guild is far less forgiving. Your presence has been commanded for a tribunal, and you're not sure they'll be as understanding as the Cardinal was.

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# TRAITS

AGILITY D6

SMARTS D6

SPIRIT D12

STRENGTH D6

VIGOR D6

PACE 6

PARRY 2

TOUGHNESS 5

ACADEMICS D6

ATHLETICS D6

COMMON KNOWLEDGE D4

NOTICE D6

OCCLUSI D6

PERSUASION D4

PERFORMANCE D12

RESEARCH D6

SPELLCASTING D10

STEALTH D6

# HINDRANCES

## Vow (Major)

Roman Catholic Exorcist.

## Selfless (Major)

You think of others before yourself.

# EDGES

## Arcane Background: Magick

20 power points, roll on the Willworkers's backlash table.

## Aura of Courage

Allies within 10" (20 yards) add +1 to Fear checks and subtract 1 from Fear Table results.

## Mercy

As an action, the cleric can spend 1 Power Point and grant "Mercy" to any one character within a Range equal to her Spirit, automatically removing one of the following states: Distracted, Vulnerable, or Shaken.



# GEAR

❖ Galaxy S24

❖ Old Bible

❖ Exorcism Rites

❖ Blessed Rosary

❖ Holy Water

# P⊕WERS

## Banish

Banish sends entities from other planes back to their native dimensions. This includes ghosts, demons, elementals, and similar beings.

## Boost/Lower Trait

This power allows a character to increase or decrease a target's Trait (attribute or skill).

## Detect/Conceal Arcana

This allows the recipient of the power to detect or conceal all supernatural persons, objects, or effects.

## Dispel

Dispel allows a hero to negate enemy powers. It has no effect on permanent enchantments or innate abilities.

## Empathy

This power grants a +1 bonus (+2 with a raise) to all Intimidation, Persuasion, Performance, or Taunt rolls against the target for the Duration of the power.

## Sanctuary

Sanctuary protects the caster against area effect attacks, Tests, powers, and even ranged attacks that would affect her.



## ADVANCES

### Novice Advances

1. Raise Attribute: Spirit
2. Performance/Spellcasting
3. Performance/Spellcasting

### Seasoned Advances

4. Edge: Mercy
5. Edge: Aura of Courage

# Modern Magick



## THE BOHEMIAN

Your store, Wicked Weed, is more than just a dispensary — it's a Salem institution. Locals and tourists alike are drawn to its welcoming vibe, eclectic decor, and your knack for creating a space where everyone feels at home. People from all walks of life frequent your establishment, sharing stories, forging connections, and occasionally whispering about the strange but harmless coincidences that seem to happen here.

You've been a little lax with your healing magic lately, helping people openly despite the Mage's Guild's strict rules about secrecy. You just can't help yourself — too many need your aid, and letting them suffer feels worse than breaking the rules. But saving that bike courier after they were hit by a truck downtown drew far more attention than you intended. Now, you've been summoned to answer to the Mage's Guild, whose unwavering stance on secrecy may clash with your view that saving lives matters more than keeping magic hidden.

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# TRAITS

AGILITY D6  
SMARTS D6  
SPIRIT D12  
STRENGTH D6  
VIGOR D6

PACE 6  
PARRY 2  
TOUGHNESS 5

ACADEMICS D6  
ATHLETICS D6  
BOATING D6  
COMMON KNOWLEDGE D6  
HEALING D6+2  
NOTICE D6  
PERSUASION D4  
REPAIR D4  
SPELLCASTING D12  
STEALTH D6  
SURVIVAL D66

# HINDRANCES

## Delusional (Major)

You believe that Verdant Valley Foods Company are an evil cabal trying to take over the world.

## Victim (Minor)

Anytime the Game Master decides to choose a target randomly, they should usually choose the Victim instead.

## Vow (Minor)

The character has sworn an oath to healing the sick and helping the poor.

# EDGES

## Arcane Background: Magick

20 power points, roll on the Willworkers's backlash table.

## Connections

You know a lot of people in Salem through selling them weed.

## Healer

+2 to all Healing rolls, whether natural or magical in nature.

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# GEAR

- ❖ 10 Gummi Edibles
- ❖ Skateboard
- ❖ Old Flip Phone
- ❖ Protest Flyers
- ❖ Vegan Trail Mix

# P⊕WERS

## Boost/Lower Trait

This power allows a character to increase or decrease a target's Trait (attribute or skill).

## Detect/Conceal Arcana

This allows the recipient of the power to detect or conceal all supernatural persons, objects, or effects.

## Dispel

Dispel allows a hero to negate enemy powers. It has no effect on permanent enchantments or innate abilities.

## Healing

A success removes one Wound, and a raise removes two.

## Relief

The caster removes one of the following negative conditions: Shaken, Distracted, or Vulnerable.

## Shape Change

This power allows the caster to take the form of other living creatures.

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## ADVANCES

### Novice Advances

1. Raise Attribute: Spirit
2. Boating/Spellcasting
3. Boating/Notice

### Seasoned Advances

4. Edge: Healer
5. Edge: Connections