NAME	DISTINCTIVE FEATURES	WARLOCK	TRACKERS
		CORE TALENT	
PLAYER	CONTRACTOR	2d and write these results down a rolled d6 (<i>by anyone</i>) with a gift re your patron's trappings as touchst bonus talent and each talent is infi	s in exchange for obligations. Each precap, roll is Gifts. During the session, you can replace any sult, then erase it. You can also cast cantrips with ones, useful as set dressing and magic utility. Gain a used with your patron's trappings. Your obligation the levels/gain a bonus talent, -2d max Patience.]
BRAWN AGILITY WIT	S PRESENCE BLOODIED COND	PATH TALENTS	
		push yourself to also inflict a sp touchstone. It can't deal more da O HEX: You can roll Presence to h	rct when using cantrip utility as a weapon, you can pell-level effect with your patron's trappings as the mage. ex someone with: dread—clumsiness—confusion—forgetfulness—en it takes effect: now—soon—much later—specific trigger. This is a
CRITICAL: GREATER EFFECT (DROP 1)—SECON		cosmic effect. It's magic, but not SPARK	
CHARACTER DETAILS BACKGROUNDS WISES	INTRODUCE A T.		turn into a floating, dispersed form, flavored after your patron's a can do in this form: appear barely visible—fly high in the sky—interact yough small gaps—speak.
		O RITUALIST: Take +1d on a ritual's	rites and replace any one of its anchors with yourself.
		question. The answer may be cry outright lie. On a messy or grim,	ask your patron for forbidden knowledge. Ask the GM a specific ptic or twisted to suit your patron's desires, but it will never be an roll the Patience pool.
TRAITS: 2 you are 1 you're really n		O WAYFARER: You can nush yours	elf to teleport. The further or less familiar, the less
O Brave O Gentle O Prot O Caring O Honest O Quie O Confident O Honorable O Rash	et O Glory O Knowledge	precise. Max range is two days' ri	de away. Clear eyesight and no obstruction requires oll. You can bring others, taking +1t per person.
O Curious O Persistent O Stub	•	O Wisdom PATRON, NON-PATH TALENTS & NOTES	
0	0		
BONDS CH	iange a bond: the other PC takes spark quarrei	STORY ARCS FINISH (DR MOVE ON FROM AN ARC: TAKE SPARK EXPERIENCE
PC	BOND	GROUP ARC	Each session, take 1 XP.
		CHARACTER ARC	OOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOO

GRIMWILD