WITCH
DREAD & SAGE

NAME

PRONOUNS

HERITAGE

SUBCLASS

LEVEL

EVASION | **ARMOR**

Start at 10

AGILITY	STRENGTH	FINESSE	INSTINCT	PRESENCE	KNOWLEDGE
Sprint Leap Maneuver	Lift Smash Grapple	Control Hide Tinker	Perceive Sense Navigate	Charm Perform Deceive	Recall Analyze Comprehend

DAMAGE & HEALTH

Add your current level to your damage thresholds.

MINOR DAMAGE	MAJOR DAMAGE	SEVERE DAMAGE
Mark 1 HP	Mark 2 HP	Mark 3 HP

HP ☐☐☐☐☐☐ ⬚⬚⬚⬚⬚⬚⬚

STRESS ☐☐☐☐☐ ⬚⬚⬚⬚⬚⬚

HOPE

Spend a Hope to use an experience or help an ally.

◆ | ◆ | ◆ | ◆ | ◆ | ◆

Witch's Charm: When you or an ally within Far range rolls a failure on an action roll, you can **spend 3 Hope** to change it into a success with Fear instead.

EXPERIENCE

GOLD

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HANDFULS | BAGS | CHEST

CLASS FEATURE

HEX

When a creature causes you or an ally within Close range to mark any number of Hit Points, you can **mark a Stress** to *Hex* them. Action and damage rolls against a *Hexed* creature gain a bonus equal to your tier.

This condition lasts until the GM spends a number of Fear equal to your Spellcast trait to remove it or you *Hex* another creature. Otherwise, remove it when the scene ends.

COMMUNE

Once per long rest, during a moment of calm, you can commune with an ancestor, deity, nature spirit, or otherworldly being. Ask them a question, then roll a number of **d6s** equal to your Spellcast trait. Choose one value from the rolled results and reference the chart below for the effect:

1-3: You taste a flavor, smell a scent, or feel a sensation relevant to the answer.
4-5: You hear sounds or see a vision relevant to the answer.
6: You psychically experience a scene relevant to the answer as if you were there.

ACTIVE WEAPONS

PROFICIENCY ◉◯◯◯◯◯

PRIMARY

NAME	TRAIT & RANGE	DAMAGE DICE & TYPE

FEATURE

SECONDARY

NAME	TRAIT & RANGE	DAMAGE DICE & TYPE

FEATURE

ACTIVE ARMOR

NAME	BASE THRESHOLDS	BASE SCORE

FEATURE

INVENTORY

INVENTORY WEAPON

☐ PRIMARY ☐ SECONDARY

NAME	TRAIT & RANGE	DAMAGE DICE & TYPE

FEATURE

INVENTORY WEAPON

☐ PRIMARY ☐ SECONDARY

NAME	TRAIT & RANGE	DAMAGE DICE & TYPE

FEATURE

WITCH
CHARACTER GUIDE

As a witch, you weave together the mysterious powers of earth, sky, and spirit to craft protective charms and hex your enemies.

SUGGESTED TRAITS
0 Agility, -1 Strength, 0 Finesse,
+2 Instinct, +1 Presence, +1 Knowledge

SUGGESTED PRIMARY WEAPON
Dualstaff - Instinct Far - d6+3 mag - Two-Handed

SUGGESTED ARMOR
Gambeson - Thresholds 5/11 - Score 3
Flexible: +1 to Evasion

INVENTORY
TAKE:
a torch, 50 feet of rope, basic supplies,
and a handful of gold

THEN CHOOSE BETWEEN:
a Minor Health Potion **OR**
a Minor Stamina Potion

AND EITHER:
a small, harmless pet **OR**
a talking skull

**THEN DECIDE WHAT YOU USE
FOR YOUR CRAFT:**
handwritten journal, runestones, etc.

CHARACTER DESCRIPTION
**Choose one (or more) from each line,
or write your own description.**

Clothes that are: forboding, ragged, flowing, stately, diaphanous, uniquely patterned

Eyes like: carnations, earth, endless ocean, fire, ivy, lilacs, night, seafoam, winter

Body that's: broad, carved, curvy, lanky, rotund, short, stocky, tall, thin, tiny, toned

Skin the color of: ashes, clover, falling snow, fine sand, obsidian, rose, sapphire, wisteria

Attitude like: a spider, a sunny day, a doctor, a candle flame, an old tree, a cat, a oracle

BACKGROUND QUESTIONS

*Answer any of the following background questions.
You can also create your own questions.*

How did you first discover your affinity for magical craft?

You once used your power to help someone in a dire situation. Who were they and why did they come to you?

Your magic once opened a door best left closed. Who or what was on the other side?

Then work with the GM to generate two starting Experiences for your character.

CONNECTIONS

Ask your fellow players one of the following questions for their character to answer, or create your own questions.

What about my magical practice makes you most ill at ease?

I once appeared to you in a dream and shared a vision of the future. What did I tell you?

Why do you come to me for advice?

TIER 2: LEVELS 2–4

At level 2, gain an additional Experience at +2 and gain a +1 bonus to your Proficiency.

Choose two options from the list below and mark them.

☐☐☐ *Gain a +1 bonus to two unmarked character traits and mark them.*

☐☐ *Permanently gain one Hit Point slot.*

☐☐ *Permanently gain one Stress slot.*

☐ *Permanently gain a +1 bonus to two Experiences.*

☐ *Choose an additional domain card of your level or lower from a domain you have access to (up to level 4).*

☐ *Permanently gain a +1 bonus to your Evasion.*

Update your level and adjust your damage thresholds accordingly. Take an additional domain card of your level or lower from a domain you have access to.

TIER 3: LEVELS 5–7

At level 5, gain an additional Experience at +2 and clear all marks on character traits. Then gain a +1 bonus to your Proficiency.

Choose two options from the list below or any from the previous tier and mark them.

☐☐☐ *Gain a +1 bonus to two unmarked character traits and mark them.*

☐☐ *Permanently gain one Hit Point slot.*

☐☐ *Permanently gain one Stress slot.*

☐ *Permanently gain a +1 bonus to two Experiences.*

☐ *Choose an additional domain card of your level or lower from a domain you have access to (up to level 7).*

☐ *Permanently gain a +1 bonus to your Evasion.*

☐ *Take an upgraded subclass card. Then cross out the multiclass option for this tier.*

☐☐ *Increase your Proficiency by +1.*

☐☐ *Multiclass: Choose an additional class for your character, then cross out an unused "Take an upgraded subclass card" and the other multiclass option on this sheet.*

Update your level and adjust your damage thresholds accordingly. Take an additional domain card of your level or lower from a domain you have access to.

TIER 4: LEVELS 8–10

At level 8, gain an additional Experience at +2 and clear all marks on character traits. Then gain a +1 bonus to your Proficiency.

Choose two options from the list below or any from the previous tier and mark them.

☐☐☐ *Gain a +1 bonus to two unmarked character traits and mark them.*

☐☐ *Permanently gain one Hit Point slot.*

☐☐ *Permanently gain one Stress slot.*

☐ *Permanently gain a +1 bonus to two Experiences.*

☐ *Choose an additional domain card of your level or lower from a domain you have access to.*

☐ *Permanently gain a +1 bonus to your Evasion.*

☐ *Take an upgraded subclass card. Then cross out the multiclass option for this tier.*

☐☐ *Increase your Proficiency by +1.*

☐☐ *Multiclass: Choose an additional class for your character, then cross out an unused "Take an upgraded subclass card" and the other multiclass option on this sheet.*

Update your level and adjust your damage thresholds accordingly. Take an additional domain card of your level or lower from a domain you have access to.

HEDGE
Foundation

SPELLCAST TRAIT: KNOWLEDGE

Herbal Remedies: When you or an ally clear one or more Hit Points or Stress as the result of using a consumable, increase the number cleared by one.

Tethered Talisman: Once per rest, you can imbue a small item with your protective essence. When the person holding the talisman takes damage, you can expend its magic to reduce the number of Hit Points they mark by one. You can't create a new talisman until the old one has been used.

HEDGE
Specialization

Walk Between Worlds: Make a **Spellcast Roll (13)** to step beyond the veil of death and converse with any nearby spirits. Place a number of tokens equal to your Spellcast trait on this card and remove one each time a spirit answers a question. You return to the mortal realm when the last token is removed.

Enhanced Hex: Attacks you make against *Hexed* creatures gain a damage bonus equal to your Proficiency.

HEDGE
Mastery

Circle of Power: Once per rest, mark a circle on the ground around you up to Very Close range and place a number of tokens equal to your Spellcast Trait on this card. Each time you or any ally within the circle makes an action roll or is hit with an attack, remove a token. This spell lasts until the last token is removed or you step out of the circle. While within this circle, you and any allies:

• Gain a **+4** bonus to your damage thresholds.
• Gain a **+2** bonus to your attack rolls.
• Gain a **+1** bonus to your Evasion.

MOON
Foundation

SPELLCAST TRAIT: INSTINCT

Night's Glamour: Mark a **Stress** to *Glamour* yourself in a magical facade that lasts until you mark a Hit Point, make an attack, or take a rest. While *Glamoured*, you can:

• Disguise yourself to look like any creature of your approximate size that you've seen.
• Enhance your own appearance. You gain advantage on Presence Rolls that leverage this change.

MOON
Specialization

Moonbeam: Once per session, you can conjure a column of moonlight that illuminates the area within Close range until the end of the scene. While bathed in this moonlight, you and any allies gain a +1 bonus to Spellcast Rolls and advantage on rolls to see through illusions.

Ire of Pale Light: When a *Hexed* creature within Far range fails an attack roll, they must mark a Stress.

MOON
Mastery

Lunar Phases: Your spirit ebbs and flows like the phases of the moon. At the beginning of each session, roll a **d4** and gain the matching effect until the end of the session:

• **1:** *New - You can always spend a* **Hope** *to reduce Minor damage to None.*
• **2:** *Waxing - Gain a* **+2** *bonus to your damage rolls.*
• **3:** *Full - Gain a* **+2** *bonus to your damage thresholds.*
• **4:** *Waning - Gain a* **+1** *bonus to your Evasion.*

BLIGHTING STRIKE

1 | 1⚡

SPELL

Make a **Spellcast Roll** against a target within Far range. On a success, the target takes **d6+1** magic damage using your Proficiency and the next time the target deals damage to an ally, it is reduced by half. If you succeed with Fear, the target instead takes **d10+1** magic damage using your Proficiency.

VOICE OF DREAD

1 | 0⚡

SPELL

You can magically speak directly into the ears of a creature you can see. To torment them with your words, make a **Spellcast Roll** against them. On a success, they must mark a Stress and become temporarily *Vulnerable*.

UMBRAL VEIL

1 | 1⚡

SPELL

Once per rest, when you roll with Fear, you can **spend any number of Hope** to place an equal number of tokens on this card, encasing yourself in a shadowy energy. After an attack roll is made against you, you can spend any number of tokens to give the attack roll a -1 penalty per token. On your next rest, remove all tokens from this card.

HIDEOUS RETRIBUTION

2 | 2⚡

SPELL

When an ally within Close range takes damage from a target you can see, you can make a **Spellcast Reaction Roll** against the target. On a success, **mark a Stress** to deal them **d6** magic damage using your Proficiency.

SIPHON ESSENCE

2 | 1⚡

SPELL

Make a **Spellcast Roll** against a target within Very Close range. On a success, once per long rest, the target takes **d20** magic damage using your Proficiency. You clear a number of Hit Points equal to the number of Hit Points the target marked from this attack. On a success with Fear, you gain a +1 bonus to your Proficiency for this attack.

TERRIFY

3 | 1⚡

SPELL

Make a **Spellcast Roll** against a target within Far range. On a success, the target marks **1d4 Stress** and you choose to make the target run one range away from you (Close to Far, Far to Very Far, etc). On a success with Fear, the target becomes temporarily *Vulnerable*.

SHARED TRAUMA

3 | 1⚡

SPELL

You can transfer suffering from one creature to another. Once per rest, mark any number of Hit Points on a willing creature within Melee range to clear an equal number of Hit Points on another willing creature within Melee range. You can choose yourself in place of either creature.

CHAINS OF AFFLICTION

4 | 2⚡

SPELL

Mark **2 Stress** to temporarily *Chain* a target within Close range. When a *Chained* creature deals damage, the target of their attack reduces the number of Hit Points they mark by one. You can't have more than one creature *Chained* at a time.

SUMMON HORROR

4 | 2⚡

SPELL

Make a **Spellcast Roll** against a target within Far range. On a success, **spend a Hope** to call forth an otherworldly creature to attack them and deal **d10** magic damage using your Proficiency. The target must succeed on a **Reaction Roll (12)** to steel themselves from the horror or mark **1d4** Stress.

After making the attack, the creature dissipates.

SPELL

SPECTRAL MIST

Mark a Stress to summon an eerie mist that turns you and any targets within Close range momentarily incorporeal. While a creature is incorporeal, they can move through solid objects and are immune to physical damage. A creature becomes corporeal again after they pass through a solid object or make an action roll. Otherwise, this effect drops at the end of the scene.

5 0

SPELL

DIRE STRIKE

After making a successful attack, you can **spend 2 Hope** to leach power from the target. For each Hit Point your target marked from this attack, the GM loses a Fear.

5 1

SPELL

DARKFIRE

Make a **Spellcast Roll** against all adversaries within Close range. You can **spend a Hope** for any you succeed against, and they must make a **Reaction Roll (14)**. On a failure, they take **d8+6** magic damage using your Proficiency as they are engulfed in dark fire. On a success, they take half damage.

6 2

SPELL

JUMP SCARE

When you deal magic damage to a target, you can **mark a Stress** to immediately teleport into Melee range of them. When you do, they become *Vulnerable* until they mark one or more Hit Points.

6 0

ABILITY

DREAD-TOUCHED

When 4 or more of the domain cards in your loadout are from the Dread domain, gain the following benefits:

- When you succeed with Fear, you can **mark 2 Stress** to prevent the GM from gaining a Fear.
- Once per rest, when making an action roll, you can add a +1 bonus to the roll for each Fear token the GM has stored.

7 2

SPELL

WALL OF HUNGER

Succeed on a **Spellcast Roll (13)** to create a visible wall of writhing, necrotic energy in a line between two points within Far range that lasts until you mark a Hit Point or cast this spell again. Any creatures inside the wall when it appears or who try to pass through the wall must mark **2 Stress**, then make a **Reaction Roll (16)**. On a failure, they are temporarily *Restrained* by the wall.

7 2

SPELL

DARK ARMY

Make a **Spellcast Roll (14)**. Once per long rest, on a success you can summon a group of fiends that surround and move with you. Place 8 tokens on this card. When you deal damage to a target within Very Close range, you can spend a token to increase it by **+1d8**. Additionally, when you take damage, you can spend a token to reduce it by **1d8**. Each time you spend a token, a fiend acts on your behalf, then disappears.

Remove all tokens from this card on your next rest.

8 2
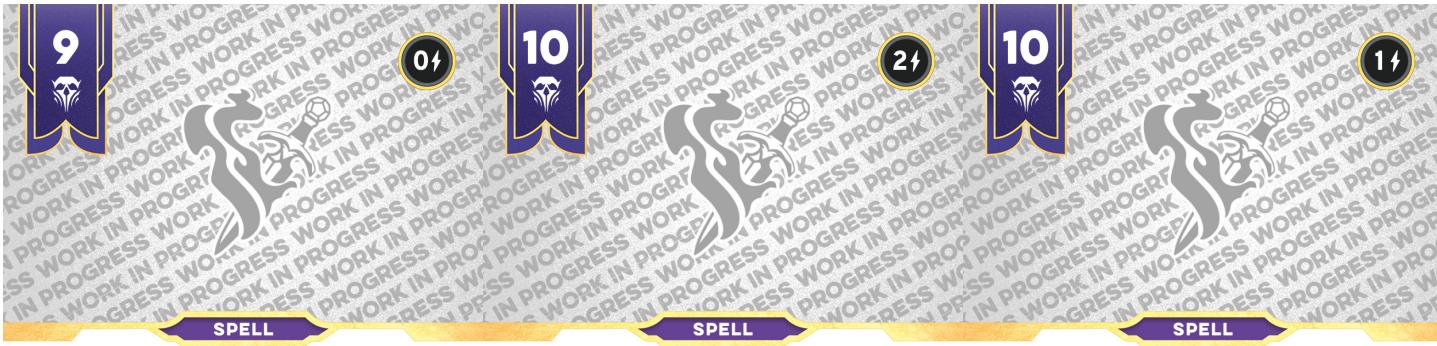
SPELL

ELDRITCH FLESH

You embody the darkness you have dallied with. When this card is in your loadout:

- Gain a +1 bonus to your damage thresholds for each Stress you have marked.
- When you roll with Fear, you can **spend 2 Hope** to clear an Armor Slot.

8 1

SPELL

DAMNATION

Make a **Spellcast Roll** against a target within Far range. On a success, **mark any number of Stress** to roll an equal number of **d20s**, dealing magic damage equal to the total result. If the target is defeated as a result of this attack, all adversaries within Far range of the target mark a Stress.

9 2

9 **0**⚡

SPELL

SAVOR THE ANGUISH

When an adversary within Close range marks Stress or takes Severe damage, you can **spend a Hope** to clear a Stress or force the GM to lose a Fear.

10 **2**⚡

SPELL

INVOKE TORMENT

Targets with all of their Stress marked take double damage from your attacks.

Additionally, when you defeat a creature with all of its Stress marked, you clear a Stress.

10 **1**⚡

SPELL

AVATAR OF TERROR

Mark a Stress to transform into a creature fueled by fear. While in this form, your damage rolls gain a **+1d6** bonus for each Fear the GM has. Additionally, gain a Hope when the GM uses a Fear feature on an adversary within Close range.

You must **spend a Hope** to make an action roll while in this form. Otherwise, you drop out of this form.