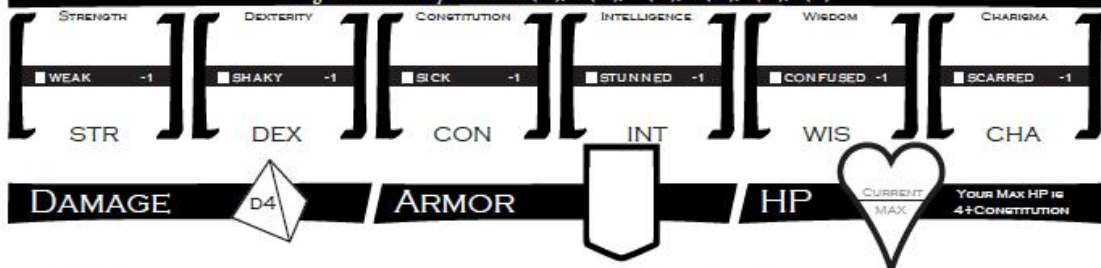


NAME LOOK

Names: Kirisame, Eura, Peridot, Sabrina, Alice, Colette, Vess, Glinda, Iri, Serafina,
Salem, Lynch, Kuro, Gunter, Aeson, Sable, Orestes, Murthagh, Simon

Hollow Eyes, Soft Eyes, or Squinty Eyes
Hooded Head, Pointed Hat, or Very Long Hair
Desiccated Body, Gorgeous Body, or Narrow Body
Concealing Robes, Fancy Outfit, or Plain Clothes

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

DRIVE STARTING MOVES

What drives you to perform witchcraft? Choose one:

- THE PURSUIT OF HIDDEN KNOWLEDGE
Uncover a secret and keep it secret
- PERSONAL FREEDOM
Avoid or escape from trouble without resolving it
- THE UNFETTERED POWER OF MAGIC
Use magic to cause fear or panic

BLACK MAGIC (INT)

When you weave a spell to inflict pain, choose two tags from the list and roll +INT. If you do not pick any Range tags, the Range defaults to Hand. On a hit, deal 1d8 damage, plus all effects of the added tags. On a 7-9, also choose one:

- You draw unwanted attention or put someone in a spot
- The GM removes a non-range tag of their choice, and you deal -1 damage
- The spell drains your energy - you take -1 ongoing to INT until you have a few minutes to clear your head

Tags: Reach, Near, Debilitating (half damage), Forceful, Piercing 2.

New Tag: Debilitating (half damage): The spell deals half damage, rounded up, but it will stun, slow, or weaken an enemy hit by it, in a method you describe. Examples: With their muscles, bind them with chains, overwhelm their senses, scare or startle them.

BROOMSTICK (DEX)

You can fly atop any broomstick you get your hands on, although some brooms behave better than others. You can fly with one passenger and for up to one day at a time - more than that, and your broom gets upset. When you fly atop your broomstick, either a great distance or somewhere out of reach, tell us where you're going and roll +DEX. On a 10+, you get where you need to be, but choose one. On a 7-9, you'll get there, but choose two:

- A threat is waiting for you when you get there
- The broom misbehaves, and it takes a while to get where you want
- Your landing is better described as a crash
- The ride numbs your body - you take -1 ongoing to DEX until you have a few minutes to stretch your legs

CAULDRON'S BREW AND POTION'S BUBBLE

When you have some downtime, you can brew up a potion - describe what it does.

Brewed potions are 1-weight per 3 doses, and you get 3 doses per brew. Potion effects are always possible, but the GM will give you one to four of the following conditions:

- Potions are short - you only get 1 dose of your potion
- The potion's effects are delayed, and won't take effect until a short while after drinking
- The potion's effects fade quickly - the imbiber will need to hurry to get use out of it
- The potion has strange and unwanted side effects
- The potion is volatile, and will explode if dropped or treated roughly
- The potion smells and tastes horrible - the imbiber takes -1 forward
- You're missing an ingredient and will need to acquire it to finish the brew

LITTLE WITCH'S ACADEMIA

When you use a Bag of Books, you can take +1 to any roll, not just Spout Lore.

When you do, explain what sort of magical help the book provides.

WITCH'S CRAFT

Choose any race you want, then choose what kind of witch you are. Each option includes an Elemental tag, which you can select when weaving a Black Magic spell.

- WEATHER WITCH
Elemental (Electric): This spell arcs along metal, water, and flesh, hitting anything made of those materials that touches your target. When you fly atop your broomstick in the open sky, there is always cloud cover to obscure you from sight.
- WICKED WITCH
Elemental (Fire): This spell sets targets on fire. When you throw a potion at someone, the target takes all effects of that potion as if they had drank it.
- WINTER WITCH
Elemental (Ice): This spell freezes targets in place. You are immune to the bite of frost and wind, and can share this protection with anyone you touch. When you have time and safety, you can create a one-room structure out of ice.

BONDS

Fill in the name of one of your companions in at least one:

_____ is now a member of my coven.

_____ fears me, and rightly so.

I am troubled by _____'s behavior. Either they know nothing, or they know way too much.



THE WITCH

LEVEL
XP

GEAR

Your Load is 10 + STR. You start with dungeon rations (5 uses, 1 weight), a broomstick (close, 1 weight), a cauldron (1 weight), and a bag of books (5 uses, 2 weight). Every three potions you carry equals 1 weight. **Choose two:**

- Three healing potions (heal 10 HP or 1 debility)
- Three charm potions (makes the imbiber trust the next person they see)
- Three exploding potions (near, thrown, dangerous, deal 1d10 damage instead of class damage)

Choose one:

- Ritual dagger (hand, 1 weight) and antitoxin
- Enchanted robes (1 armor, 1 weight)
- Runed bow (near, 2 weight) with quiver (3 ammo, 1 weight)

ADVANCED MOVES

When you gain a level from 2-5, choose from these moves.

BATTLE MAGE

Selecting a Range tag for your Black Magic does not count as one of your tag choices. Add the following tags to the Black Magic list: *Close, Area, +1d4 damage.*

BROOM MASTERY

When you roll a 12+ on the Broomstick move, the flight is free of danger and you get there unexpectedly quickly. Choose nothing from the list.

CUSTOMIZED BROOMSTICK *Requires: Broomstick*
You have a personal, specialized, and indestructible broomstick, unique to you and only you. When someone else uses your broomstick, it is just an ordinary broom, with none of the special features it has in your hands.

Choose one or two from the list to describe your broomstick:

- *Old-Fashioned, Extravagant, Polished, Blood-stained, Simple, Runed*
- Choose three of the following traits for your broom:**
- +1d4 damage
- +1 Armor while you are riding or wielding it
- *Precise and Reach*
- *Elemental (Fire, Ice, or Electric, choose 1)*
- *Thrown (Near, Far)*
- *Elemental (Fire, Ice, or Electric, choose 1)*

DRAGON METEO (DEX)

When you ride your broomstick into an enemy, roll +DEX. On a 10+, deal your damage with the Forceful tag, and escape before they can do anything about it. On a 7-9, they were ready for you. Deal your damage with the Forceful tag, then choose one:

- You have to leap off your broom before impact, losing your broom
- You take an attack on your way past

MAGICAL DABBLER

Gain one non-multiclass move from any class list. Choose the move as if you were one level lower than you are, unless that move is magic-based.

MAGICAL LIBRARY

When you Make Camp while you have less than 4 uses left in your Bag of Books, regain 2 uses of your Bag of Books.

TOIL AND TROUBLE

When you make the Outstanding Warrants move, you may have the results of your roll apply to one of the other players instead of yourself.

TOKEN OF LOVE

When you enchant an item with your love and commitment and then give it to someone, that person will believe you to be their most trusted and steadfast friend as long as they wear it. You can only have one such charm at a time, and it breaks if you ever directly harm the wearer.

WITCHCRAFT (INT)

Choose a single element or type of object, such as fire, dolls, shadows, bones, or snow. You gain magical control over objects of that type or element. When you magically manipulate an object or element you have control over, describe what you're doing and roll +INT. On a 10+, your spell works, but choose one. On a 7-9, it works, but choose two:

- You bring the manipulated object or element to life - it is now an NPC
- Your spell has strange and unwanted side effects
- You draw unwanted attention to yourself or an ally
- The spell drains your energy - you take -1 ongoing to INT until you have a few minutes to clear your head

WITCH'S FAMILIAR

You have a small animal companion, such as a rat, cat, bat, owl, or raven. Your familiar is capable of speaking. When you shut out your own senses and concentrate on the bond you share with your familiar, you can sense what they sense and speak through them.

WITCH'S GRASP

When you hold out your hand expectantly, an unattended object of your choice within Near range will come flying to your hand. You can use this move to call your broomstick from any distance, though it may take a while.

When you gain a level from 6-10, choose from these moves, or from the level 2-5 moves.

FORBIDDEN MAGIC (INT)

When you weave a dark spell of terror, roll +INT. On a 10+, hold 3. On a 7-9, hold 1 and the GM holds 1. Spend 1-hold to do one of the following:

- A single group becomes terrified and will do anything to get away from you
- A single person is petrified with fear and cannot move

MAGICAL INITIATE

Requires: Magical Dabbler

Gain one non-multiclass move from any class list. Choose the move as if you were one level lower than you are, unless that move is magic-based.

PERFECTING THE CRAFT

Requires: Witchcraft

Choose another object or element you can manipulate using Witchcraft.

POTIONS MASTER

When you use Cauldron's Brew and Potion's Bubble, after the GM gives you the potion's conditions, you may veto one of them.

STITCHED TOGETHER

When you sew up a dying or recently dead body and breathe some magic into it, they return to life, whether they like it or not. You gain leverage over them, and they count as both living and undead.

SWEEP THE FLOOR

Requires: Customized Broomstick

Gain two more options from the Customized Broomstick list. You can choose an option you already have for a second time, and the bonus stacks.

TURN YOU INTO A NEWT (INT)

When you cast a spell to transfigure an enemy into a more harmless form, roll +INT. On a hit, you did it! They'll turn back after fulfilling a condition you tell them, or at sunrise if you don't give one. On a 7-9, the spell wasn't quite as effective as you'd like. The GM chooses one:

- Their new form doesn't hinder them as much as you'd hoped
- The transformation will only last for as long as you concentrate on it
- The spell backfires - you transform into the same thing they do

WAR MAGE

Requires: Battle Mage

When you use Black Magic, choose three tags instead of two. Add the following tags to the Black Magic list: *Far, Messy (+1d8 damage), Ignores Armor.*

WITCH'S MASTERY

Requires: Witchcraft

When you roll a 12+ on Witchcraft, your spell defies expectations, helping above and beyond what you intended. Choose nothing from the list.