

# WITCH DOCTORS



NAME \_\_\_\_\_

PROFESSION \_\_\_\_\_

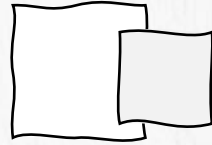
CONCEPT, ETC. & SO ON

SUPPORTS & CONDITIONS

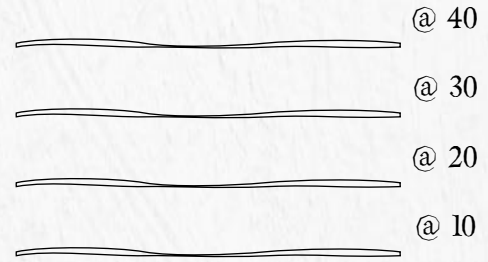
EXPERIENCE



HEALTH



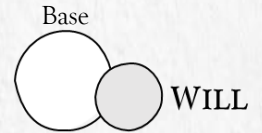
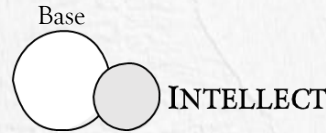
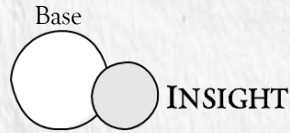
INJURIES



Unconscious @ 0

Dying @ -

## ATTRIBUTES & SAVES



- Defiance -  
Intellect + Will  
Emotional

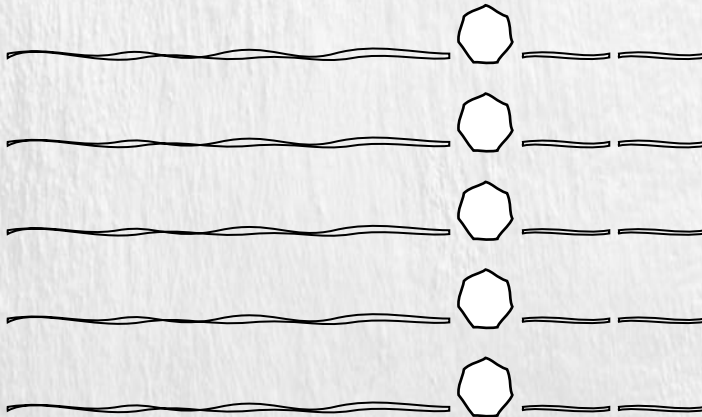
- Intuition -  
Insight + Intellect  
Sensory

- Reflex -  
Athleticism + Insight  
Physical

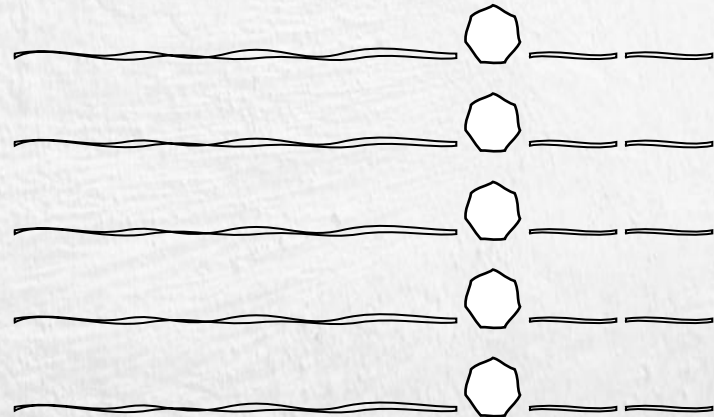
- Resolve -  
Athleticism + Will  
Internal

## SKILLS

Level Partial Optimal



Level Partial Optimal



## WAYS TO IMPROVE YOUR ODDS

**Straining Attributes.** If you are concerned about the outcome of a roll, you may select to strain your Attributes. This doubles each relevant Attribute's contribution to the roll. Regardless of the outcome, you must then decrease the strained Attributes by 1 and write the new score in the smaller, gray bubble. That score will be used going forward till you're able to rest a minimum of 6 hours.

**Advantage / Disadvantage.** If the situation in which your character is acting is advantageous to them, the Guide may elect to let you use the *High Die* rather than the *Standard Die*. If the situation is notably set against them, the Guide may elect to have you use the *Low Die* rather than the *Standard*. Be creative about your character's situation to mitigate risks and increase their opportunities for success.

# WITCH DOCTORS

## SPELLCASTING WORKSHEET

Compare your Skill Level to the number of |'s you crossed. If your Skill Level is greater than or equal to that number, roll normally. Else, use the low die.

- HOW** What effect do you want to create?  
*The fire in Fireball; the affection in Charm...*
  
- WHAT** What is the nature of the effect?  
*'Subliminal' hits the mind; 'Material' hits physical.*
  
- WHY** Who / what will be impacted by it?  
*Speaks to motive. Intent. The Target.*
  
- WHO** Who can trigger the spell's effect?  
*If a spell, it must match the other spell's **WHO**.*
  
- WHEN** When does its effect happen?  
*'Then' is about time; 'Trigger' is about an event.*
  
- WHERE** Where does the effect take place?  
*'Near' means within the range of one's senses.*

|  |   |   |
|--|---|---|
| <input type="radio"/><br><b>Subliminal</b>                           | <input type="radio"/><br><b>Material</b>                                  | <input type="radio"/><br><b>Astral</b>  |
| <input type="radio"/><br><b>Source</b><br><i>aka Me</i>              | <input type="radio"/><br><b>You / That</b><br><i>1 Person or Object</i>   | <input type="radio"/><br><b>You / Those</b><br><i>Many People or Objects</i>  |
| <input type="radio"/><br><b>Source</b><br><i>aka Me</i>              | <input type="radio"/><br><b>Locus</b><br><i>A specific someone</i>        | <input type="radio"/><br><b>Loci</b><br><i>Anyone</i>                         |
| <input type="radio"/><br><b>Now</b>                                  | <input type="radio"/><br><b>Then</b><br><i>At a certain point in time</i> | <input type="radio"/><br><b>Trigger</b><br><i>When something else happens</i> |
| <input type="radio"/><br><b>Here</b><br><i>Me or where I cast it</i> | <input type="radio"/><br><b>Near</b><br><i>Near me or where I cast it</i> | <input type="radio"/><br><b>There</b><br><i>Wherever</i>                      |

*Defaults*

**PRIVATE GOAL**    *This is something the character is driven to do or explore that they may be hesitant to share with others.*

*Completing a Private Goal earns the character 3 Experience, same as completing a Mystery. Create the Private Goal in collaboration with the Guide.*

**GEAR, MISC.**    *What the character has immediately at-hand, on their person.*

**NOTES**    *A space to capture things that might otherwise be lost.*