

the WISE ONE



Taking Actions

When you get the spotlight, the Narrator will tell you if you need one, two, or all three steps:

1. DESCRIBE YOUR ACTION
2. MAKE A ROLL
Count your Power:
 - +1 Power for every helpful tag
 - -1 Power for every impeding tag
 - +tier of highest helpful status
 - -tier of highest impeding statusRoll two six-sided dice and add your Power to the total. If the result is:
 - ◆ 10 or more: Success!
 - ◆ 7-9: Success and Consequences
 - ◆ 6 or less: Consequences
3. SPEND YOUR POWER
 - Give or remove a status: 1 Power per tier
 - Give or remove a tag: 2 Power per tag
 - Discover a detail: 1 Power
 - Perform an extra feat: 1 Power

Suffering Consequences

When you receive a negative status or tag, or lose a good status or tag, the Narrator may allow you to react to **lessen** the blow.

- Describe your reaction, make a roll, and spend your Power to buy down the Consequences.
- 10 or more: Spend Power +1, any Effect
 - 7-9: Spend Power, only to lessen
 - 6 or less: Take the full Consequences

Character Growth

Mark **Improve** on a theme whenever you or the Narrator invoke one of your weakness tags.

When a theme reaches 3 Improve, reset the track and choose a new tag from that theme, by marking the dot to the left of the tag.

ITEM TAGS

Backpack

- ◆ Herbal Ingredients
- ◆ A Small Cauldron
- ◆ Warm Clothes
- ◆ Dried Fruit and Jerky
- ◆ Pocket Wind Chimes
- ◆ A Few Copper Coins
- ◆ Salt

TRADE OR SKILLORIGIN THEME

POWER TAGS • WEAKNESS TAG

◆ APOTHECARY

◆ Medicine Bag

◆ Quick Diagnosis

◆ Respected Physician

◆ Wondrous Concoctions

◆ Forage For Ingredients

☑ Poor Bedside Manners

○○○ ABANDON○○○ IMPROVE○○○ MILESTONE

“Well, I couldn’t just leave them sick!”

A traditional herbalist, the Wise One is still the primary physician of Ravenhome, despite living in the woods. They know a remedy for just about any ailment, but their gruff attitude is no balm for the soul.

SPECIAL IMPROVEMENT

- Coming In The Full Game

Special Improvements are unique abilities that enhance the core rules of the game.

MAGICORIGIN THEME

POWER TAGS • WEAKNESS TAG

◆ OLDWAYS PRACTITIONER

◆ Ancient Lore

◆ Wards and Protections

◆ Strength in Spirit

◆ Banishing Rites

◆ See The Unseen

☑ Spoken Invocations

○○○ ABANDON○○○ IMPROVE○○○ MILESTONE

“These secrets must never be lost.”

The Wise One’s true passion is to preserve the Oldways, secret rituals that reveal the unseen and protect against all manner of Creatures of Twilight. But this old teaching is all but gone and the Wise One may be its last disciple.

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CIRCUMSTANCEORIGIN THEME

POWER TAGS • WEAKNESS TAG

◆ OUTLAND RECLUSE

◆ Twilight Encounters

◆ Tough Cookie

◆ Hideaway

◆ Self-Sufficient

◆ Woodland Companions

☑ Grumpy

○○○ ABANDON○○○ IMPROVE○○○ MILESTONE

“I am better out here.”

The Wise One has never really liked people; they abandoned Ravenhome for a rustic cabin in the woods. Living alone with the dangers of the woods has tempered them, but the solitude has done little for their disposition.

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PASTORIGIN THEME

POWER TAGS • WEAKNESS TAG

◆ SEEN A THING OR TWO

◆ Storyteller

◆ Can’t Fool Me

◆ Trusty Walking Stick

◆ Cautious

◆ Stubborn Rebuff

☑ Old Bones

○○○ ABANDON○○○ IMPROVE○○○ MILESTONE

“It’s hard to surprise an old soul.”

The Wise One has too little patience to let wear and tear slow them down. Proud of the wisdom and knowledge their years have let them accumulate, they secretly enjoy the admiration it brings them.

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POWER TAGS • WEAKNESS TAG

◆ **APOTHECARY** //

- ◆ Medicine Bag //
- ◆ Quick Diagnosis //
- ◆ Respected Physician //
- ◆ Wondrous Concoctions //
- ◆ Forage For Ingredients //
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POWER TAGS • WEAKNESS TAG

◆ **OLDWAYS PRACTITIONER** //

- ◆ Ancient Lore //
- ◆ Wards and Protections //
- ◆ Strength in Spirit //
- ◆ Banishing Rites //
- ◆ See The Unseen //
- ☑ Spoken Invocations

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CIRCUMSTANCE ORIGIN THEME

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◆ **OUTLAND RECLUSE** //

- ◆ Twilight Encounters //
- ◆ Tough Cookie //
- ◆ Hideaway //
- ◆ Self-Sufficient //
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