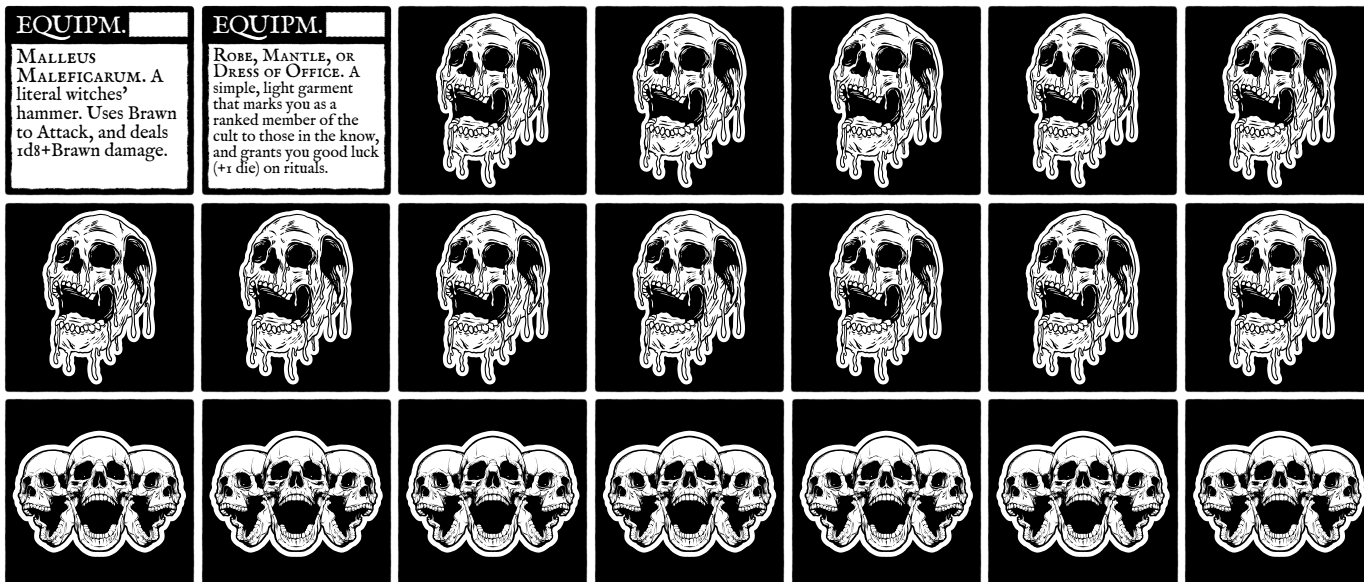


<b>TRAIT</b> <input type="checkbox"/> Passion [Appearance]	<b>TRAIT</b> <input type="checkbox"/> Danger [Appearance]	<b>TRAIT</b> <input type="checkbox"/> Sensuality [Appearance]	<b>TRAIT</b> <input type="checkbox"/> Overconfidence [Flaw]
<b>TRAIT</b> <input type="checkbox"/> Power Demands Price [Conviction]	<b>TRAIT</b> <input type="checkbox"/> Buy Now, Pay Later [Conviction]	<b>TRAIT</b> <input type="checkbox"/> The Spirits I Serve Protect Me [Conviction]	<b>TRAIT</b> <input type="checkbox"/> Hesitation [Flaw]
<b>TRAIT</b> <input type="checkbox"/> Fear [Desire]	<b>TRAIT</b> <input type="checkbox"/> Sisterhood [Desire]	<b>TRAIT</b> <input type="checkbox"/> Domination [Desire]	<b>TRAIT</b> <input type="checkbox"/> Cruelty [Flaw]
<b>POWER</b> <input type="checkbox"/> <b>BY MURMUUR POSSESSED.</b> A demon possessed you but you're back in control, and can occasionally and begrudgingly get it to do your bidding. Choose 2 domains that the demon has mastery over.	<b>POWER</b> <input type="checkbox"/> <b>BREW POTION.</b> Spend 3 hours to gather ingredients and brew a potion that affects the imbiber with 1) paralysis, 2) dizziness, 3) pain, or 4) terrible luck, for 1d4 hours.	<b>POWER</b> <input type="checkbox"/> <b>MAKE FIRE CIDER.</b> Spend 3 hours to brew a batch of this (1d4+1 uses). Drink one to replenish your vitals: heal 1 damage from each ability score, and remove 1 wound.	<b>POWER</b> <input type="checkbox"/> <b>PLANTAR ASPECT OF STEEL.</b> You are not just used to walking barefoot over any terrain, the soles of your feet are in fact tougher than most boots.
<b>POWER</b> <input type="checkbox"/> <b>CURSES!</b> Afflict a creature with good or bad luck on their next roll (+/- 1 die). Take 1 Mind damage to make it last for a scene.	<b>POWER</b> <input type="checkbox"/> <b>SHIELDING MANTLE OF INNOCENCE.</b> Your harmless looks makes others underestimate you and prioritize other targets.	<b>POWER</b> <input type="checkbox"/> <b>ENDURING THE ETERNAL MOLESTATION OF FLAME.</b> You take half damage from fire and heat, but it hurts just the same.	
<b>POWER</b> <input type="checkbox"/> <b>FAMILIAR.</b> You have a smart, loyal animal companion, like a cat or a crow, who understands you. They're sneaky and protective.	<b>POWER</b> <input type="checkbox"/> <b>INTO HARM'S WAY.</b> When a nearby friend is about to take damage, you can launch yourself into their way and take the damage instead.	<b>POWER</b> <input type="checkbox"/> <b>APOTROPAEIA.</b> Reduce Graces or Mind damage to you by 1 before it is applied.	<b>POWER</b> <input type="checkbox"/> <b>MATERIAL PROTECTION HEX.</b> Reduce Brawn or Agility damage to you by 1 before it is applied.
<b>POWER</b> <input type="checkbox"/> <b>GRIMOIRE MAGIC.</b> Instinctive ability to decipher and use grimoires.	<b>EQUIPMENT</b> <input type="checkbox"/> <b>GOWN OF RAVENNA.</b> Glorious ensemble that imparts the following abilities to its wearer: 1) immortality and youth by draining it from others, 2) conjure obsidian dark fay that are invulnerable while concentrating, 3) sprout liquid obsidian tentacles.	<b>EQUIPMENT</b> <input type="checkbox"/> <b>DRESS OF THE DEVIL'S HARLOT.</b> Fiery red, elegant, tempting. Imparts the following abilities to its wearer: 1) supernatural strength [+2 Brawn], 2) dramatic levitation, 3) beguile folk attracted to you.	<b>EQUIPMENT</b> <input type="checkbox"/> <b>WITCH'S BROOM.</b> Dance the witching hour away in honor of your patron, then fly on your broom until dawn.
<b>EQUIPMENT</b> <input type="checkbox"/> <b>THE GIBBERING SKULL OF MEDEA.</b> Prone to sudden babbling. 50% of the time it's a cryptic warning about a real, imminent danger.	<b>EQUIPMENT</b> <input type="checkbox"/> <b>FIELD CAULDRON.</b> Share your <i>Brew Potion</i> power with several cultists and create that number of potions instead of just one. Extend the list of possible potions with 1) sleep, and 2) short term memory wiping.	<b>EQUIPMENT</b> <input type="checkbox"/> <b>GRIMOIRE.</b> Choose one: the dark <i>Basileus Philosoporum Metaloricum</i> , the immaculate <i>The Hooded Palliament of Boniform Gramary</i> , the cursed <i>Mephistopheles' Instant Gratifications</i> , or the righteous <i>In Aenigmatate Contra Patriarcham</i> .	<b>EQUIPMENT</b> <input type="checkbox"/> <b>WAND OF ECSTASY.</b> Unleash a small, localized earthquake. Recharges in the presence of a meaningful climax.
<b>EQUIPMENT</b> <input type="checkbox"/> <b>HYGEIAN STAFF.</b> Uses Brawn to attack, and deals 1d4+Brawn damage. Take 1 Mind damage to heal 1d4 damage and 1d4 wounds.	<b>EQUIPM.</b> <input type="checkbox"/> <b>SACRIFICIAL KNIFE.</b> Ever-sharp curved blade, inexorably stained from the blood of its victims. Agility to attack, deals 1d4+Agility excruciating damage that keeps its target alive until you will it otherwise.		



<b>TRAIT</b> Beauty [Appearance]	<b>TRAIT</b> Mystery [Appearance]	<b>TRAIT</b> Forest [Appearance]	<b>TRAIT</b> Spite [Flaw]
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<b>TRAIT</b> Nothing is Ever Wasted [Conviction]	<b>TRAIT</b> Circle of Life [Conviction]	<b>TRAIT</b> Beauty in Darkness [Conviction]	<b>TRAIT</b> Honesty [Flaw]
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<b>TRAIT</b> Sun [Desire]	<b>TRAIT</b> Laughter [Desire]	<b>TRAIT</b> Trickery [Desire]	<b>TRAIT</b> Collateral Damage [Flaw]
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<b>POWER</b> <b>ANTEDILUVIAN.</b> You are ancient beyond measure. Add 2 to your Mind score. Your skin is tough as calcified bark, deduct 2 from any Brawn damage before marking it. Should you finally die, a whole forest of oaks and quaking aspens sprout instantly and violently from your corpse.	<b>POWER</b> <b>HALF-TREEWERE.</b> You are the offspring of a treewere—a tree that shapeshifts into a person—and a human. They call you a dryad. You can take the shape of any tree, instantly grow roots, smack enemies with long, whip-like branches (Agility to attack, $1d4+Agility$ damage), or heal damage in the sun (1 point per hour). Sufficient quantities of salt render these powers inert for a scene.	<b>POWER</b> <b>GRANDEE OF THE COURT OF ARDACEL.</b> You have considerable status in the autumnal court, and inflorescants of lower rank are quick to defer to you. In any forest, there are always at least some hiding, to serve you, or for you to command.
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<b>POWER</b> <b>CAPRACRANIAL.</b> A bestial head crowns your body—unusual, animalistic, and horned. Gain an extra die on hearing and smelling rolls. Attack with Agility or Brawn for $1d4+Agility$ or Brawn damage.
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<b>POWER</b> <b>VAMBRACIARBALEST.</b> The fibers of your forearm form into a crossbow-like weapon at will. Attack with Agility, $1d4+Agility$ damage or $1d8+Agility$ if you're willing to take a point of Brawn damage per shot.	<b>POWER</b> <b>NYMPH.</b> You have a strong affinity with wells, springs, streams, and rivers, and can turn your body into water, and control a body of water up to 4 times that size.	<b>POWER</b> <b>PERECULIAR PEREGRINE PROTUBERANCES.</b> From afar, looked at askew, or through a glance distracted, one might think of you wearing a robe or a bustle dress. In sooth, you have a tree's roots, an octopus's tentacles, a stag's body, or similar, for prehensile legs. A remarkable boon for certain activities. Add +1 point to your Agility score.
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<b>POWER</b> <b>ISANTHEROUS.</b> Resting in nature or under the sun for 1 scene heals $2d4$ damage. Rest for a day and heal $2d4$ wounds.	<b>POWER</b> <b>TOXICODENDRONATE.</b> Your insides are poison to all but you. 1 point of Brawn damage to you is equal to 1 dose of poison ( $1d4$ damage for $1d4+1$ rounds).	<b>POWER</b> <b>EVERY ROSE HAS ITS THORNS.</b> Once per combat, when you are attacked, you can instantly grow thorns, dealing $1d4$ damage to your attacker.	<b>POWER</b> <b>NEPHELOMANCY.</b> You read the omens in the cloud. Roll a $d12$ at the beginning of the session. At any point during the session, replace a roll result with the result of this roll.	<b>POWER</b> <b>BARKSKIN.</b> Reduce Brawn or Agility damage to you by 1 before it is applied.	
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**EQUIPMENT**

**QUEEN CLIODHNA'S THIRD FORM.** A striking, formfitting faille garment made from spider silk (+2 Graces). Lighter than air, it moves seemingly of its own accord, and its wearer glides down safely from any height. They can unleash the sadness and rage of the Banshee Queen that has infused the dress as an earsplitting scream (Mind to attack, rd8 damage plus temporary deafness to all unprepared).

**EQUIPMENT**

**GANCANAGH'S CROWN OF HORNS AND ANTLERS.** A mighty and imposing crown, suggestive of strength, stamina, and determination. Imbues the wearer with the self-same, reducing all incoming damage by 2, as they are both stronger, and ignorant of their own shortcomings. Some call this confidence.

**EQUIPMENT**

**SEBILE'S SOLICITOUS MANTLE.** Worn while slaying her captor, Pride the Giant. Gives the wearer the power to turn twig and mud facsimiles of arms and armor into masterwork, real versions. However, if used continually, these curse their wielders with a lust for violence and carnality.

**EQUIPMENT**

**LEFT ARM OF MARGOT THE FAIRY.** Attaches to your body, and certainly useful as extra appendage. But a creature tested (with a challenge of your choice) and found failing, if touched, can be metamorphosed into a harmless creature or object, for rd8 days. Only one at a time.

**EQUIPMENT**

**SKYNDE'S PORTABLE BALLISTA.** The troll Skynde, protective of his namesake—to hurry—expects others to take their time. Thusly, his crossbow, when used urgently uses Agility to attack and deals rd4+Agility damage, but when first aimed and used without hurry (taking at least 2 rounds), deals rd12+Agility damage.

**EQUIPMENT**

**KEY TO THE HEART OF THE FOREST.** You have either been entrusted with this most sacred duty, or you are a masterful thief. In the former case, you are expected to unlock the passage each dawn for whomever tends to it that day. In any case, you can approach and petition the heart.

**EQUIPM.**

**HABAXANTHUS HANDAXE.** Use as a throwing or melee axe, attacking with Brawn (melee) or Agility (ranged) to deal rd4 plus relevant Brawn or Agility damage, or take 1 Mind damage to attack to instead deal rd5 + (Brawn or Agility) damage, landing with an explosion of flowers sure to impress and, perhaps, intimidate.

**EQUIPMENT**

**HUMAN POWER CELL.** Mortals burn bright, but only briefly. At least in this vitality draining cage they can be put to good use, as an impressive power generator (that needs a fresh human every once in while). Use as necessary for temporary ability score boosts, or similar.

**EQUIPMENT**

**TROLL BOW.** A weapon of living wood that grows in the dark, but turns to stone in the sun. Uses Agility to attack and deals Agility plus rd4 from dusk, plus rd8 from midnight, and plus rd12 from 04:00. Decent club when stone still: Brawn to attack, rd4+Brawn damage.

**EQUIPMENT**

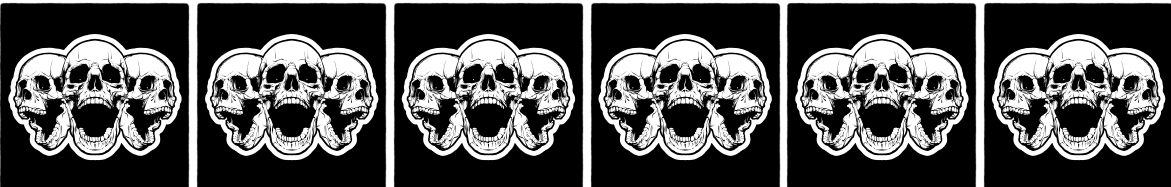
**HAILING OF HORNWORT.** A bed of mushrooms grows on your body. With you as nourishment it produces rd4 doses each day, with a random effect for 1 scene: 1) psilocybin euphoria [unaware of surroundings], 2) relaxing and curative hallucinations, 3) psilocin altered state [+1 to ability of choice], 4) time dilation [2 actions instead of 1].

**EQUIPM.**

**POPPY HOST.** Each day, rd4 poppies that grow on you, flower. Use one to heal 1 damage.

**EQUIPMENT**

**ROSE WHIP.** A long bullwhip wrapped in rose thorns. Agility to attack, rd4+Agility damage.



A large grid of empty rectangular boxes, likely a placeholder for a character sheet or a collection of equipment icons.