

Eventually, all forests lead to...

# WOLDEN

Character Name

Gwyn ap Nudd The Fair

Player Name

The Cenacle of Woodwose and Inflorescants

Cult

Advances

0

Gift Slots

16

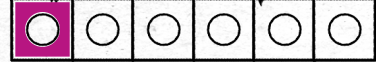
Brawn



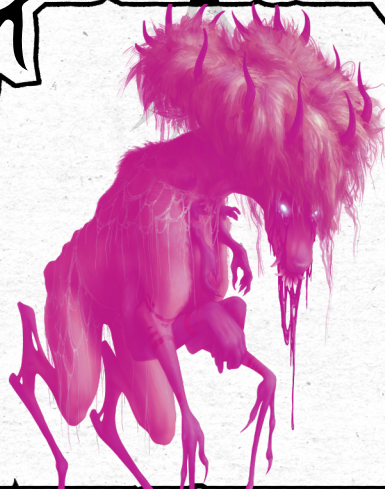
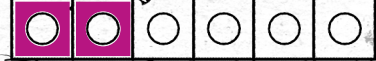
Agility



Graces



Mind



Gifts

TRAIT

Nothing is Ever Wasted  
[Conviction]

TRAIT

Honesty  
[Flaw]

POWER

CAPRACRANIAL. 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.

POWER

VAMBRACIARBALEST. 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.

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 1d8 days. Only one at a time.

EQUIPMENT

HAILING OF HORNWORT. A bed of mushrooms grows on your body. With you as nourishment it produces 1d4 doses each day (exhaust once all are used up), 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].

TRAIT

Trickery [Desire]



MOTTOKROSH.COM

MOTTOKROSH

WOLDENRPG.COM

