

Eventually, all forests lead to...

WOLDEN

Character Name **Noumena**
Seventh Lady of the Daoine Sidhe

Player Name

Cult
The Cenacle of Woodwose and Inflorescents

Advances

0

Gift Slots

16

Brawn



Agility



Graces



Mind



Gifts

POWER

PERECULIAR PEREGRINE PROTUBERANCES. 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.

TRAIT

Collateral Damage
[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

BARKSKIN. Reduce Brawn or Agility damage to you by 1 before it is applied.

TRAIT

Forest [Appearance]

POWER

NEPHELOMANCY. 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.

TRAIT

Sun [Desire]

POWER

ISANTHEROUS. Resting in nature or under the sun for 1 scene heals 2d4 damage. Rest for a day and heal 2d4 wounds.

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 1d4 from dusk, plus 1d8 from midnight, and plus 1d12 from 04:00. Decent club when stone still: Brawn to attack, 1d4+Brawn damage.



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2+ OF THE SAME