



Name _____

Background

A kindly herbalist with a new lease of life.

You’ve lived most of your long life in a ramshackle hut deep in the forest. You loved foraging for magical ingredients and communing with the forest animals. You’ve always seen yourself as one of the ‘good’ witches. Sadly, not everyone felt the same way.

Some folk from a nearby town got it into their heads that you were brewing a poison to serve at their annual harvest festival, while you’d actually been working long and hard on a delicious, hearty stew that you had hoped would wow them all. This misunderstanding snowballed quickly and, before you knew it, the townsfolk were burning down your lovely hut with their torches, raising their awful pitchforks in the air in triumph.

Since then, the only safe course of action left to you has been to keep the company of brave and protective adventurers. Now, the road is your home, and you’re taking this new chapter of your life in your stride as best you can.

Abilities

TOUGHNESS	1	SMARTS	3
AGILITY	2	WITS	3
HEALTH	14	RESOLVE	7

- Drives
- EARTHY: Enjoy nature to its fullest.
 - KIND: Look after others, especially the animals.
 - TRUSTING: Give others the benefit of the doubt.
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Gear

STAFF OF THE GLEN	SLEEP SPELL	USES
A magical staff that can produce light and perform minor magical tricks, such as creating a small breeze, chilling or warming a plate of food, or making a small illusion the size of a character’s hand. The size of the illusion scales with the size of the caster.	Choose a target at a near distance and make a Smarts Attack. If successful, the target goes to sleep for the next minute. In a Conflict, the target is too alert to fall asleep, and instead misses their next turn because of drowsiness.	1
	Resets between Chapters.	

Notes