







## MAGIC (Choose one Magic Tradition)

OTHERWORLD ☐

CHRISTIAN ☐

SAHON ☐

MITRAS AND ISIS ☐

## MAGIC MASTERY

PRACTITIONER ☐

(3 Objectives / Fatigue every 5 or 6 /  
Max. magnitude 3)

SCHOLAR ☐

(5 Objectives / Fatigue every 6 /  
Max. magnitude unlimited)

## MAGIC ACTIONS

READ ☐

MANIPULATE ☐

CREATE ☐

DESTROY ☐

## TARGETS

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## FATIGUE

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## MAGIC MAGNITUDES

	DISTANCE AND VISIBILITY	TARGET PREDISPOSITION	SIZE / NUMBER OF TARGETS	TIME
1	PHYSICAL CONTACT / SELF	CHANGE ONE NOTCH	INDIVIDUAL / 1 OBJECTIVE	< 2 MINUTES
2	VISIBLE AND/ OR <10 METERS	CHANGE TWO NOTCHES	HORSE / 3 OBJECTIVES	< 1 HOUR
3	VISIBLE AND/ OR <50 METERS	CHANGE THREE NOTCHES	CART / 5 OBJECTIVES	< 1 DAY
4	VISIBLE AND/ OR <100 METERS	CHANGE FOUR NOTCHES	SHACK / 10 OBJECTIVES	< 1 WEEK
5	VISIBLE AND/ OR <150 METERS	CHANGE FOUR NOTCHES AND THE CHANGE IS PERMANENT	COTTAGE / 30 OBJECTIVES	< 1 MONTH

## PERSONAL GRIMOIRE

(Write your spell formulas in the grimoire)

NAME: \_\_\_\_\_ **ROLL** ☐

ACTION: \_\_\_\_\_ TARGET: \_\_\_\_\_

EFFECT: \_\_\_\_\_

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NAME: \_\_\_\_\_ **ROLL** ☐

ACTION: \_\_\_\_\_ TARGET: \_\_\_\_\_

EFFECT: \_\_\_\_\_

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NAME: \_\_\_\_\_ **ROLL** ☐

ACTION: \_\_\_\_\_ TARGET: \_\_\_\_\_

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ACTION: \_\_\_\_\_ TARGET: \_\_\_\_\_

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(Write your spell formulas in the grimoire)

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ACTION: \_\_\_\_\_ TARGET: \_\_\_\_\_

EFFECT: \_\_\_\_\_

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ACTION: \_\_\_\_\_ TARGET: \_\_\_\_\_

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ACTION: \_\_\_\_\_ TARGET: \_\_\_\_\_

EFFECT: \_\_\_\_\_

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PRACTITIONER ☒

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SCHOLAR ☐

(5 Objectives / Fatigue every 6 / Max. magnitude unlimited)

## MAGIC ACTIONS

READ 3

MANIPULATE 2

CREATE 0

DESTROY 0

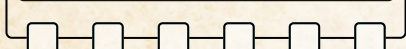
## TARGETS

Wounds 2

Food 1

Fire 2

## FATIGUE



## MAGIC MAGNITUDES

	DISTANCE AND VISIBILITY	TARGET PREDISPOSITION	SIZE / NUMBER OF TARGETS	TIME
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## PERSONAL GRIMOIRE

(Write your spell formulas in the grimoire)

NAME: Heal/Harm

ROLL

4

ACTION: Manipulate

TARGET: Wounds

EFFECT: Heal cures X Vitality Track boxes, X being the number of successes in the Magic roll (an Incapacitation Track box is also healed when the healed Vitality box is an even number). Harm causes Damage equals to the number of successes in the magic roll, but you need the target to be already wounded.

NAME: Revitalizing Meal

ROLL

3

ACTION: Manipulate

TARGET: Food

EFFECT: Eating magical enhanced food cures X Vitality Track boxes, X being the number of successes in the Magic roll (an Incapacitation Track box is also healed when the healed Vitality box is an even number). This food retains its supernatural capacities till next sunrise.

NAME: Detect Spirits

ROLL

5

ACTION: Read

TARGET: Fire

EFFECT: This spell detects supernatural presences from the Otherworld depending on the Magnitude achieved. 1 = physical contact. 2 = 10-metres radius. 3 = 50-metres radius.

NAME: Diagnose

ROLL

5

ACTION: Read

TARGET: Wounds

EFFECT: Enables understanding of the damage nature, providing the healing recipe for a swift recovery of the wounded. Each point of Magnitude grants an extra die that can be added on the next first aid or non-magical healing attempt.

NAME: Fire Halo

ROLL

4

ACTION: Manipulate

TARGET: Fire

EFFECT: Using an already existing fire, you can extend a flaming halo towards your enemies, depending on the Magnitude achieved. 1 = physical contact. 2 = 10-metres radius. 3 = 50-metres radius. Fire causes Xd of damage, X being the spell Magnitude.

\*Surplus Magnitude: In all spells, if the magician intended to achieve a specific Magnitude before the roll and obtains more successes than necessary, he may choose to increase the effective Magnitude or forego the extra successes to avoid the fatigue they cause.









## MAGIC (Choose one Magic Tradition)

OTHERWORLD ☐

CHRISTIAN ☐

SAHON ☒

*Totemic Animal: Wolf*

MITRAS AND ISIS ☐

## MAGIC MASTERY

PRACTITIONER ☒

*(3 Objectives / Fatigue every 5 or 6 / Max. magnitude 3)*

SCHOLAR ☐

*(5 Objectives / Fatigue every 6 / Max. magnitude unlimited)*

## MAGIC ACTIONS

READ 2

MANIPULATE 1

CREATE 0

DESTROY 2

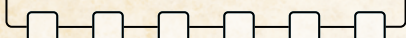
## TARGETS

Movement 1

Pack 1

Fear 3

## FATIGUE



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## PERSONAL GRIMOIRE

*(Write your spell formulas in the grimoire)*

NAME: Follow/Erase

ROLL

3

ACTION: Read/Destroy

TARGET: Movement

**EFFECT:** The Follow spell allows to identify who and when have left a track, depending on the Magnitude achieved. 1 = one objective. 2 = 3 objectives. 3 = 5 objectives. When erasing a track, the spell's Magnitude equals the number of die that must be subtracted from whomever try to follow you.

NAME: Convince for the common good

ROLL

4

ACTION: Manipulate

TARGET: Pack

**EFFECT:** The Magnitude achieved represents the number of steps by which the audience is moved towards what you want to tell them or invite them to do... The scale is opposite-reticent-neutral-favourable-convincd. The game director must determine the initial state of the audience before the roll is made. He does not need to reveal this initial state to the magician.

NAME: Calm the prey

ROLL

5

ACTION: Destroy

TARGET: Fear

**EFFECT:** The chosen prey calms down before you, making it easier to deliver the coup de grace. The Magnitude represents the number of steps by which you move the prey towards tranquillity on the alarmed-frightened-neutral-confident-friendly scale. Magnitude also indicates the number of targets (as in Follow Track).

**\*Surplus Magnitude:** In all spells, if the magician intended to achieve a specific Magnitude before the roll and obtains more successes than necessary, he may choose to increase the effective Magnitude or forego the extra successes to avoid the fatigue they cause.