

WIDDERSHINS



by Christopher "Kit" Lattaise





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WIDDERSHINS

In Widdershins, you play a lost toy. Perhaps you were abandoned or forgotten. You might have been misplaced and never found. Regardless of circumstance, you are no longer with the one who cared for you. You may have been gone weeks, or months, or years, but eventually, you came across a key... a special key. And this key woke you up. Now you can move and act on your own, and you remember how you were lost. Perhaps you have returned to your family. Perhaps you have gone to see the world. Perhaps you have found something precious to you. Regardless, covered in leaves and mud, or dust and cobwebs, or oil and grease, you have awakened, and have become something else; not quite a toy, not quite alive. You are named for the first of your kind: you are widdershin.

Origin

You're widdershin. What that means, really, is up to the game master. Nobody is certain what makes you the thing you are. Why does a key matter to your existence? Why are you always covered in soot, or dried mud, or dripping with water from rains long since gone? Is it some long-lost magic? Is it the emotions that were invested in you from the child who once held you dear? Was it some sort of spirit possessing you? Are

you a faerie? There is no one true answer unless the game master decides to give one; any or all of these could be true, or none of them.

That being said: how did you become widdershin? How were you lost, or cast off? This creates your role. Were you lost inside a house, out in the woods, or during

a trip? Were you ripped up by someone in a fit of rage, or accidentally damaged and then discarded? Did a child care for you? Were you picked up in a store and strapped to the front of a vehicle as some sort of joke? How do you feel about the ones who used to own you? Are you protect-



ing them? Avenging them? Punishing them? Trying to find them?

The Hollow Ones

You're not alone. There are others like you - other widdershin. But then there are the Hollow Ones. These are like you, toys discarded and animate, but they're missing something. They are devoid of positive emotions; they are cold. Hungry. Evil. They seek to hurt human families; they seek to snuff out the widdershin. They cut and burn and torture, and they do it with an unnerving delight. Some widdershin avoid the Hollow. Some hunt them. They can't be left to live. Have you ever encountered a Hollow? Did they see you? Did you have to fight or flee? The Hollow are stubbornly hard to destroy -

you always think it's the last time you'll see them, yet they keep coming back, burned, scarred, or broken.

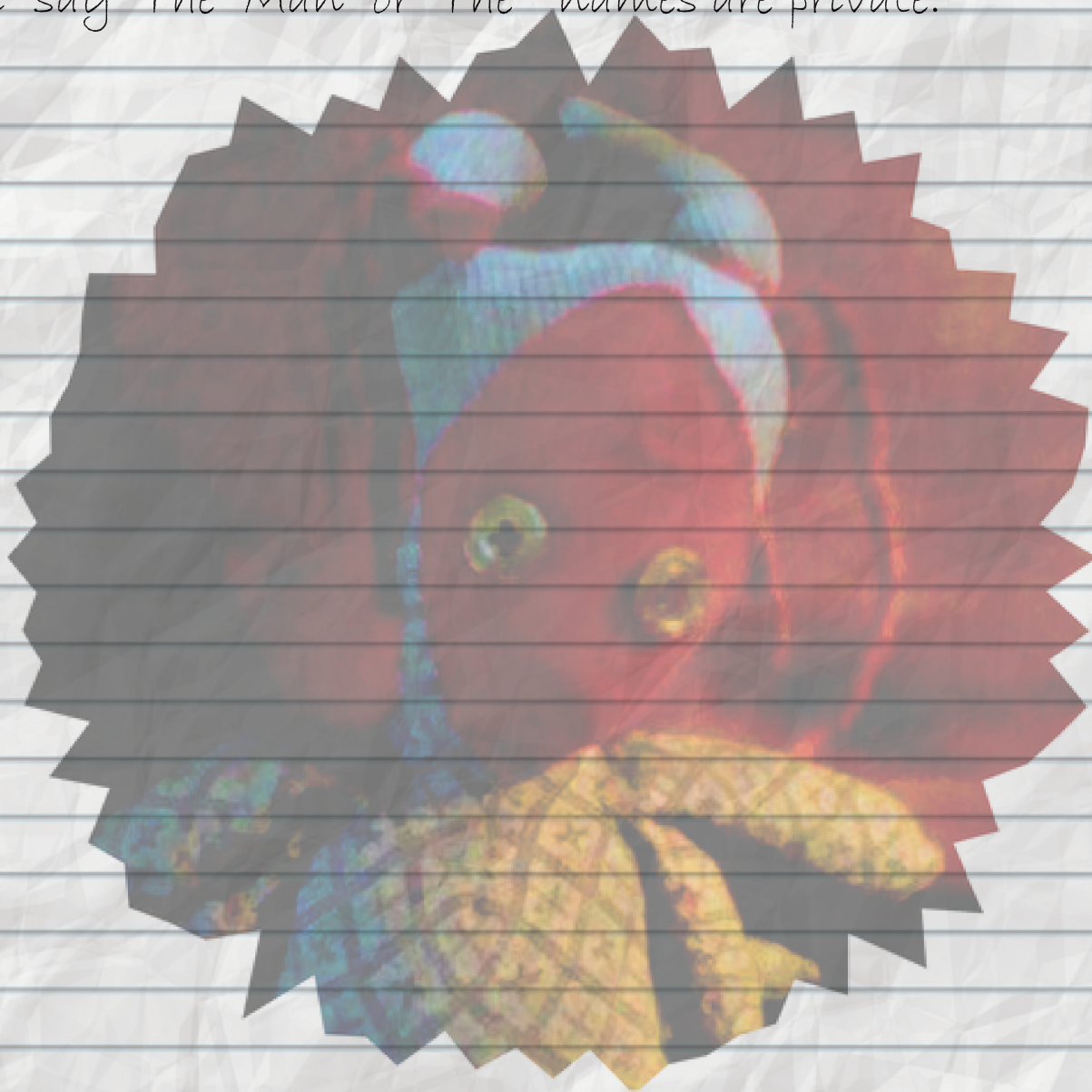
The doll was kept in her original box, never opened, covered in dust. She awakens, angry for having been left and neglected. She hunts for those who have known the love of The Girl. She looks shiny and perfect, untouched by a child's hands. She will always look shiny and perfect, but inside she is empty.

Naming Conventions

Widdershin name themselves after their environment; one that was lost in the woods might name itself after trees or animals, while one abandoned in a house may name itself after objects in the house. For the world around them, widdershin

will use the description of an object as its name: a dog will be called The Dog, a bird will be called The Bird, or if a more distinctive name is needed, The Owl. A family that is being watched over may be The Father, The Mother, The Boy, The Girl. For a stranger, the widdershin will say The Man or The

Woman, or perhaps The Stranger. If necessary, they may add more details, such as The Man in the White Coat. Widdershin will never use the proper name of a thing except for another widdershin, and even then only once it has been freely given. To the widdershin, names are private.



CHARACTER CREATION

Widdershins character creation is unlike most role-playing games. You don't have a list of attributes or a list of skills. Such things aren't important; you don't need to really know how strong or healthy you are, or how smart you are. You don't need to know how to drive a car or use a computer, or have a knowledge of history or how to swim. You were a toy, but now you're something else. These things may be relevant from time to time, but usually you have more important things on your mind, like surviving the world around you and avoiding the Hollow Ones, or even protecting your Child. What you need to know is: Pack, Purpose, Role, Key, and Stuff. That is, literally, everything on

your sheet that you need to make decisions on.

Pack

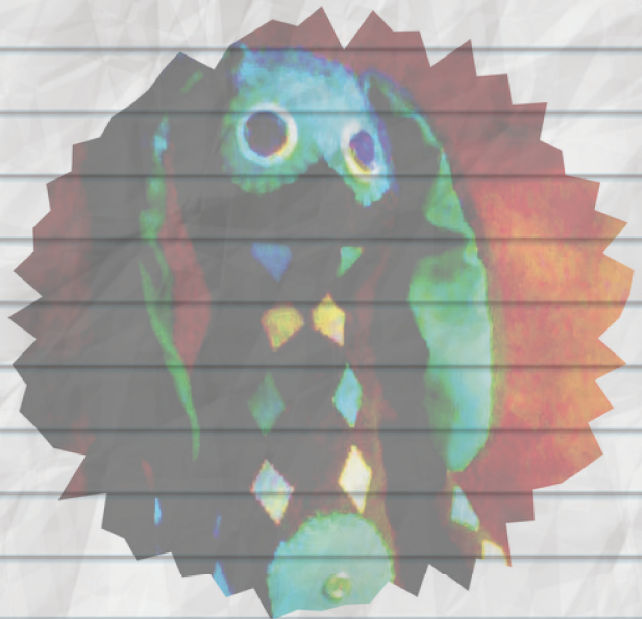
Nearly all widdershin join a Pack for survival. Each Pack usually consists of at least four widdershin. Having one of each Role is considered lucky; when you have at least one widdershin for each role, all the characters in the Pack gain a +5 to Chance. This is a one-time bonus: if you have two of each Role, this does not increase to +10, for example. Each Pack has a name; it's usually poetic, or tied to the Pack's goals. The game master can rule that if the Pack doesn't have a name, it isn't a real Pack, and you don't get the bonus to Chance.

Purpose

This is your defining goal. This is what's important to you, apart from the Pack. You may want to Protect the Boy, or you may want to Hunt the Vermin King. What's the Vermin King? That's up to you and the game master. Perhaps, in this world, there are intelligent rats trying to spread plague across the city. You are a walking, talking toy, after all. There must be other weirdness out there. During a scene, if you are performing an action to help you fulfil your Purpose, add +5 to your Chance for that roll. If this is a critically important action, add +10 to your Chance instead.

The world is a strange place, so you are completely allowed to make something up to go along with the

setting - but you should always get approval from the game master. In one campaign, fending off an invasion of tiny aliens could be perfectly rational, while in another campaign it would make no sense. Also, talk with the other players, and try to have complementary purposes. If one has "See the World" and another has "Protect the Girl", there could be a conflict, unless the Girl is prone to travelling. Make sure you're not working at cross-purposes.



Role

There are four Roles available to you: Fighter, Outsider, Undersider, and Roamer. Your Role is determined by how you were lost, misplaced, or abandoned. It defines what you are. You might not like it or agree with it, but it is you in a very real way. The other widdershin will recognize your Role by the Stuff on you; it's hard to hide the nature of what you are, but your Role provides some benefits as well.

Broken

You're damaged goods. You might have a tear or crack, or a bit missing. In some way, you're broken or incomplete. You were cast out or thrown away because you were no longer perfect, or you may have been neglected because of your

damage. Your family cast you out or you were lost and left behind in an accident - a house fire, thrown from a car window, or perhaps something else. You've survived, however, and have grown stronger from it. The damage will always be there - you can't really hide it - but these scars define you. Now, you have a new family - your Pack - and you will defend it fiercely. When you succeed on a roll involving an extended task, you remove two Stuff, not one. When you suffer a loss on an extended task, the first loss costs you no Stuff.

Outsider

You were lost outside and left to the elements. You could have been misplaced or forgotten, hidden or thrown away. You've been exposed to the world. You might be

weathered or faded, covered in mud or soaked, covered in twigs and leaves. You're dirty, unkempt, dusty, or ragged. You've seen the outside world, explored it more than most others have, and know things about the world and its secrets. Choose plant or animal. If you pick plant, then the wind and plants respond to your words. You can make a roll, and if you succeed the plants will move at your command (but not grow), or the wind will blow and whisper (up to a stiff breeze). If you pick animal, you can speak to animals; they understand you and you can understand them. You can negotiate with them: a roll allows you to be favoured by an animal and it will do what you ask, if it thinks your request is reasonable. When involved in an extended or

opposed roll involving your choice, add +10 to your chance.

Undersider

You were lost in a dark place: under the bed, in the closet, down a vent. Perhaps you were flushed down the toilet or dropped through a drain or sewer grate. Regardless, it was dark, and there are things in the darkness. You may be dusty or moldy. You could be covered in cobwebs or nibbled on by rats or bugs. You've learned from the dark places and now you prefer them to the light. When you want to, you don't make a sound. Not even by accident. It gets very quiet around you when you do this. The shadows bend around you and the dark grows darker, the lights flicker or shut off at

strange times in your presence. By spending a point of stuff, you can make yourself silent and stealthy. Your chance of success increases by one step on any rolls involving being quiet or not being seen for the scene. In addition, you can make rolls to manipulate shadow and darkness. This won't do anything truly harmful, but you can make an area seem more terrifying, or conceal something in the shadows you don't want spotted.

ROAMER

You aren't from around here. You might have been lost on a vacation, or left behind when someone moved, and made your way to where they are now. Perhaps you were misplaced on a trip, lost in a flight, or

fell off a boat and washed ashore far from home. You aren't like the local widdershin; you're something else entirely. Pick a unique ability - something strange or exotic you can do that no other widdershin in the area can. The benefits should roughly match the other Roles, however: a



Keys

decrease in Stuff loss, or an increase in reducing Stuff, a bonus to your Chance roll, a trick that requires you to spend Stuff for a benefit, or a source of information or influence unique to what you are. You must clear your idea with the game master - discuss it with them and see what you can agree upon.

You were a doll, left at a Shinto shrine by a tourist family in Japan. Now that you're widdershin, you've made your way to Canada to find the family that left you behind. As a holy doll, you can spend a point of Stuff to protect the area you are in. Those who want to inflict harm must spend two points of Stuff to do so, though they only have to spend it once per scene.

The Key is the single most important thing you own. It is a weapon - it can't be destroyed by normal means - and having become a part of you it has changed to match your demeanour. It may have an edge like a sword, or it can be long and sharp like a needle, or it can be thick and heavy like a club. It will still look a bit like a key to normal people, but in your hands it is an effective tool. When using a key to inflict harm, the target loses two Stuff, not one.

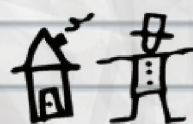
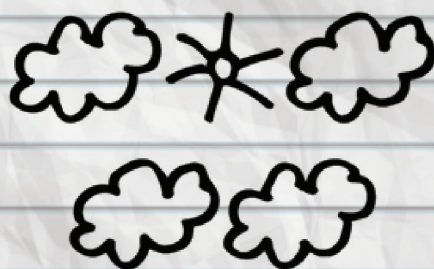
The Key is an important part of who you are. When you first became widdershin, you found your key in very short order; you either went to it, or it came to you. You can only ever

have one key, and if you lose your key but it hasn't been destroyed, spending a point of Stuff will bring the key to you within the same scene. Somehow, the key finds its place by your side, or you are brought to the place where the key is. If your key is destroyed - which usually takes incredibly intense fire or a grinder or some other instrument of great destruction - you lose all your Stuff, and can get a new key in the next scene.

There are four different kinds of Keys. Each one has a unique advantage besides being a weapon. Using a key takes a point of Stuff, but activates the key for the entire scene, allowing you to perform its special advantage as many times as you want.

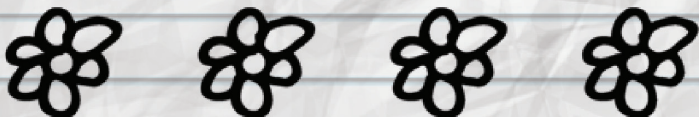
Car

The Car Key can be any key connected to a vehicle in some fashion; car keys are just the most common. A point of Stuff will allow you to touch the key to an object, animating it in a fashion which is normal for it. You can make toys move, dial a phone, start a car's engine, or cause an office chair to wheel around as you see fit. There's not much force to this animation, unless the item can provide the force itself - a car's acceleration can be useful and dangerous, but an action figure won't be able to do much.



House

The House Key protects you and your Pack from the elements. By activating your key, the group will not accidentally get wet or dirty, or cold or hot. As long as you don't deliberately act to expose yourself, you will not be injured or harmed. This can be handy if a fire springs up, so the flames and smoke won't harm your Pack while they try to protect themselves, or where rain and wind won't soak you or blow your Pack away as they huddle for shelter. You can choose to protect others beyond your Pack, but it takes an additional point of Stuff to cover another group of up to eight individuals.



Padlock

The Padlock Key can lock or unlock anything that has a lock, whether it's a door, or a chest, a combination lock or a padlock. By spending a point of Stuff, you can ensure that the lock remains unlocked or locked - no attempt to change this outside of the use of your key or another padlock key will change this. A lock fixed in this way can be drilled to open, effectively breaking the lock. When you lock something, it will close by itself if necessary, and when you unlock something it will open if that is what you desire: a door will swing open, a chest's lid will flip up, or similar.

Mystery

The Mystery Key is unlike the others; it might be to something unknown, or it might be to something secret,

like a diary key. A mystery key can do what other keys do, but is less reliable. First, it costs two Stuff to activate the key, and it will duplicate one other type of key for the scene. Second, it can't do the same type of key in any later scene for the same adventure. This means you get only three scenes' worth during the adventure, and only one type of key per scene.



Stuff

Stuff is your life force. It is the thing that is inside you, making you alive. You can see it, tangled with you, soaked into you, covering you. It can be dust and dirt, water or oil, cobwebs, twigs, mold, or leaves. Regardless of what your Stuff is made of, it will always be with you, as much a part of you as the materials that make up your body. When you need to activate an ability, or use a Key, you may be called upon to spend Stuff. This is sacrificing a little bit of your animating force to create the effect.

Stuff also protects you. Rather than suffering an actual injury, you spend Stuff to shield yourself from harm. Each time you would be hurt, you lose one

or more points of Stuff. When you run out of Stuff, you become vulnerable to harm and are as fragile as the toy you were originally. Each injury you suffer when you have no Stuff takes away from the maximum Chance you can roll. The first injury eliminates the 80, the next eliminates the 40, and so forth. If the 5 is removed, you are broken - you no longer exist. If you can survive to the next scene, you will recover Stuff, and your Chance is increased by one step, both your current Chance and your maximum Chance, effectively "healing" you.

At the beginning of an adventure, you roll one 10-sided die. This is how much Stuff you begin with. When you act in accordance with the goals of your Pack

or with your Purpose, the game master will reward you with one to three points of Stuff. At the beginning of a scene, you roll one 10-sided die, and add that much Stuff to your sheet as well. At any time you have more than nine Stuff, you may spend nine of it and increase your Chance by one step. You can't go below one Stuff by this method.

Tokens and Rituals

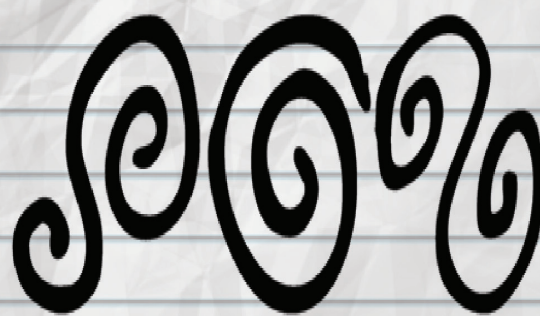
Widdershin collect things. One widdershin may have a long length of thread and a bent paperclip to use as a grappling hook, another may have a large button to use as a shield, while a third may have crafted a crossbow out of a clothespin, rubber band, and toothpicks. These are called tokens, and are a big part of widdershin life. Widdershin collect things they find interesting or useful (or both!) as a sign of prestige or simple curiosity. All widdershin begin play with 3 tokens - things of personal significance - and can collect more during play.

Another important thing to the widdershin is performing Rituals. Each Role has their own personal

style of ritual: a fighter may hit themselves with a stick before a fight, while a roamer may have all sorts of unusual rituals from their homeland. A ritual may involve rolling tiny dice in a thimble to see what number comes up (4s are significant!) while another ritual may involve rubbing a little bit of marker on each member of a Pack for good fortune.

Once during a scene, a single widdershin can perform a Ritual. You describe what tokens you are using, and what your intent is - are you trying to provide good fortune? Are you trying to see the path ahead? Rituals aren't necessarily magic (though depending on the game master, they could be); they could simply be the power of

suggestion. However, once you have described the ritual and your intent, you can spend two points of Stuff and make a Chance roll. If you succeed, the game master can either tell you the results of the Ritual, or you can give the recipients a simple bonus: a +10 to Chance for a single roll related to the Ritual in the future. Larger, more elaborate rituals are possible - an entire Pack could get involved in it, with each providing a point of Stuff to the ritual. The game master can then decide what kind of bonus or event can occur as a result of the ritual.



Chance

Chance represents your ability to succeed. It is broken down into five steps: 80, 40, 20, 10, and 5. This is your chance to succeed using two 10-sided dice. Select one die as the 10s, and the second die as the 1s, so a 5 and a 3 would read as 53. If you roll equal to or under your Chance, the roll is a success. If you roll 00 (zero), the roll is an automatic success. If you roll 99, the roll is an automatic fail. When you succeed at a roll, your Chance is reduced by one step, though it will never be reduced below 5 without modifiers. If you fail in a roll, your Chance is increased by one step, but never higher than 80 without modifiers. When you begin an adventure, your Chance begins at 80, and at

the start of every new scene, your Chance increases by one step.

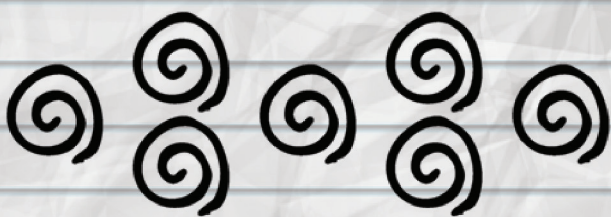
When you wish to perform an action where there is a chance of failure, the game master may ask you to roll. The game master must decide if the action is easy, normal, or hard. If it is easy, your Chance is considered to be 10 higher. If it is normal, there is no modifier. If it is hard, your Chance is considered to be 10 lower, meaning it can be impossible, if your Chance is low enough. Note that in this game, the player always rolls, never the game master. Essentially, you are either acting on the environment, or reacting to the environment. If you are doing neither, then no roll is needed.

When it comes time to

roll, you must decide what you are intending. If someone controlled by the game master is acting against you, then the game master will tell you what that person is doing. For example, if the game master is telling you a Hollow is attacking you, you can decide to either attack the Hollow in return, or get away. If you say you are attacking the Hollow, then you roll. If you succeed, the Hollow doesn't hurt you, and you hurt the Hollow. If you fail, the Hollow hurts you, but you don't hurt the Hollow. If you decide to avoid being hurt, then if you succeed, you take no damage. If you fail, you take damage, but you don't hurt the Hollow.

The Rule of Four (Complications)

Four is considered a significant number to the widdershin. Four classic elements, four cardinal directions, four seasons. To widdershin, the number four means something important is going to happen. When you roll a four getting Stuff, you may roll another ten-sided die and add this to your Stuff as well. This second die is not rolled again if you get another four. When a four shows up on a Chance roll, either in the 10s or the 1s place, then something significant happens. The game master adds a twist to the action; it may be bad, it may be good, but it is significant. If you fail the roll, then a good thing comes of the failure. If you succeed, then a twist happens to make your life



more complicated. And if you roll double fours, then something happens that changes the scene even more, upending the scene in an important way.

What Can I Do?

A widdershin is somewhat stronger than its size and frame would suggest. Tiny widdershin are about as strong as a toddler or young child, while larger widdershin are stronger yet. A widdershin as tall as a normal person (possibly a mannequin before becoming a widdershin) is stronger than the equivalent human being. Widdershin are quick and incredibly agile; a tiny widdershin can leap from the floor to the top of a bed, while larger widdershin can perform incredible acts of parkour and agility. Widdershin

are also much more durable than they have any right to be: you can be thrown from a window or rooftop and suffer no significant harm, and even some events which might be fatal for most could in theory be survived. The game master will decide what is ultimately possible, and assign a difficulty to the action accordingly.

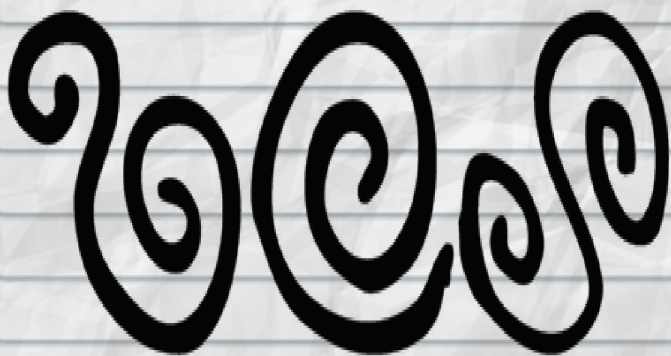
Harm

When you are injured, the game master will tell you how much stuff you will lose. Normally, this will be a single point of stuff, which can represent a significant hit. If you suffer two points of stuff being lost, this is considered a serious threat, and is typically an attack which would risk killing a normal human instantly: a gunshot wound, being stabbed with a knife, or hit by a car. If the attack would

cause the loss of three points of Stuff, the widdershin is in dire peril, like being thrown into a bonfire, crushed by a road paver, or thrown into a woodchipper; an attack that would be expected to near-instantly kill a normal person. Note that falling will not do more than two points to you, as widdershin are pretty resilient against falls. Keys are considered special, and thus cause a loss of two Stuff. If you use your Key as part of a threat, you are making a significant statement of intent - "I will kill you." A widdershin never points a Key at another widdershin; this is considered a threat to commit murder.

Opposed Rolls

There is no such thing as an "opposed roll". The game master never rolls, so the only roll that matters is yours as the active agent. Do you succeed, or do you fail? That's all that matters. If you and another player are opposed, there is no roll. The character who has the highest Chance wins. If your Chances are tied, then the one with the highest Stuff wins. If that is tied, then each of you roll a ten sided die until someone has the highest result. That is the winner. If there are more than two of you involved in this challenge - such as a race - then everyone compares. The highest Chance wins, and if there is a tie for highest Chance, they compare Stuff. Then those who tie on the highest Stuff rolls.

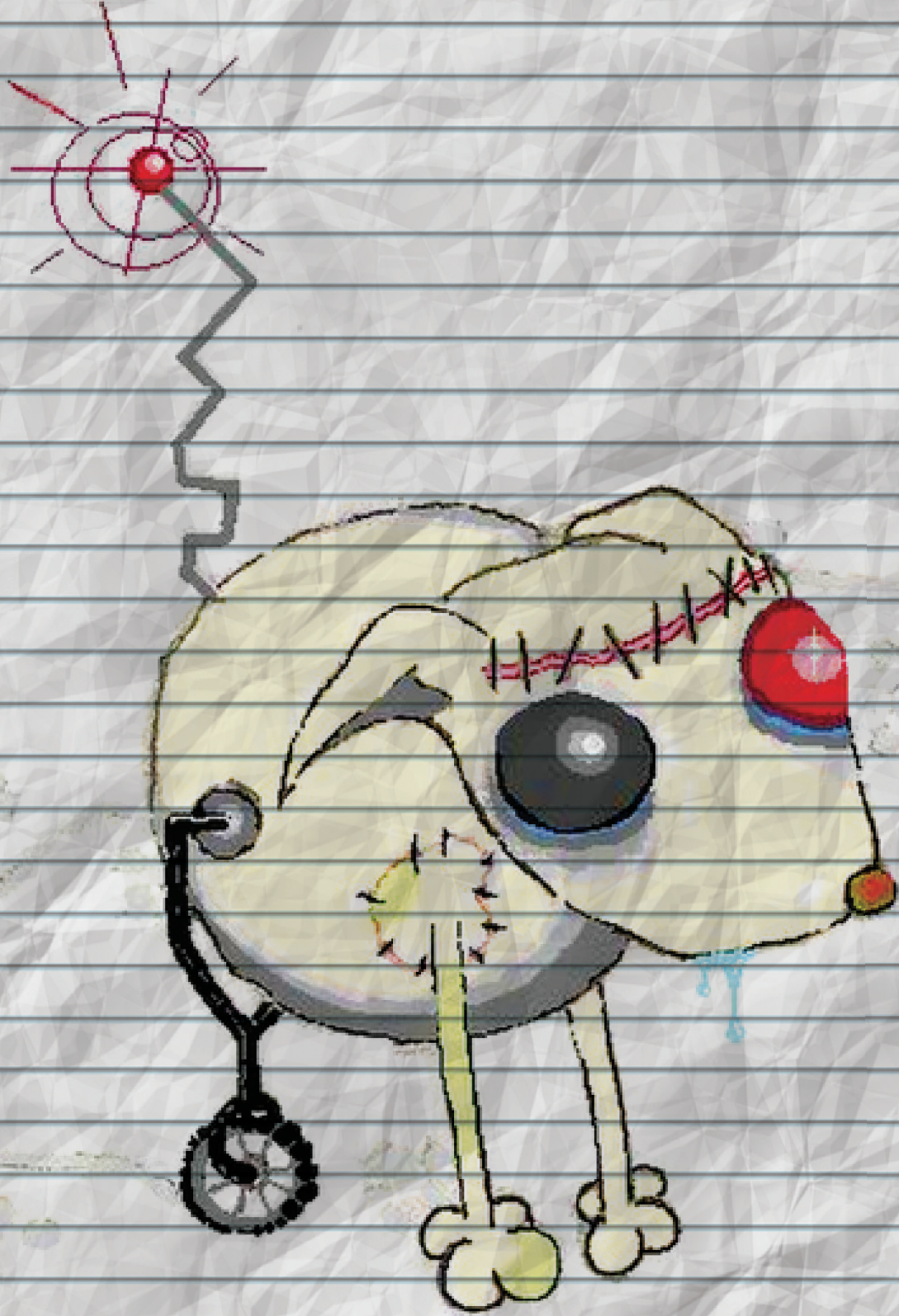


Extended Conflict

A single roll may not be enough. If an event or scene requires you to perform multiple steps to complete, this is called an extended conflict. For example, if you are facing down a dog that wants you as its chew toy, or you need to race across a freeway and not be hit by cars, or you are fighting against a Hollow; this all will require more than one roll.

The game master will assign a number of points of Stuff to the challenge - from 2 (simple) to 9 (impossible). A 1 Stuff challenge is a simple, normal roll. When you succeed in a roll, you will reduce the amount of Stuff in the game master's pool, representing getting closer to completing the goal. If it involves harming an opponent, you

may reduce the Stuff in the pool by up to three points, depending on your action at the time (for example, hitting a Hollow with your key removes two Stuff). If you fail, the game master reduces your Stuff by one or more points, depending on the kind of threat you are facing. A dog that chews you up inflicts 1 or 2 Stuff depending on the size and attitude of the dog, while trying to sneak through a house may cause you to lose 1 Stuff at the very most (if any). If there is a time limit, the game master may, instead of inflicting harm on you, impose a maximum number of rolls. You may need to sneak through the house, and have five rolls in which to defeat three Stuff (one Stuff for each room). If you are creative, a success might yield you two Stuff; you get through the house faster.



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Working Together

When multiple widdershin work together, they can either increase the chance of success, or increase the outcome if the roll succeeds. Each individual in a Pack can either grant a +5 Chance bonus to success, or increase the Harm the widdershin inflicts by a successful roll by one, but not both. A widdershin can accept help from only two individuals who are outside of the Pack, and will either gain a +2 Chance bonus per individual, or both can be used to increase Harm by one. A widdershin may use a ritual to temporarily adopt individuals into the Pack for a single adventure, doing the ritual once per individual being adopted in (or doing one big ritual and splitting the Stuff cost between all the participants,

and doing a single roll and hoping for success).

Time

Time is divided into scenes and adventures. A scene is a specific period of time that surrounds and leads up to an event. If the pacing of a scene changes, if the widdershin moves to a new location, or there is a break in the action, then it could be fair to declare a new scene.

An adventure is a longer period of time and can be made up of multiple scenes. Typically, an adventure begins with a goal in mind, and is completed when the goal is ultimately faced, and either won or lost. It is at the end of an adventure that a widdershin gains Chance Points and can progress.

In combat, everything

surrounds the characters. If the characters are ambushed, they roll to resist being harmed. If they attack, they roll to inflict injury. The flow of the narration determines who acts, who rolls, and why. If the game master says, "four Hollow descend upon you from above", the reaction from the widdershin will determine who rolls, and what kind of roll is being made. There is no "initiative", keeping track of "turns", or anything like that.



Rewards

You have completed the adventure - what now? At the end of the adventure, your widdershin gains from 1 to 3 Chance Points. These are added to your character sheet, at any level you choose. So, instead of 5, 10, 20, 40, 80, you can have 6, 10, 21, 40, 81. A lower level can't equal a higher level. So, eventually, if you have 9, 10, 20, 40, 80, you need to raise the 10 to 11 before you can raise the 9 to 10. The game master will reward Chance Points depending on how difficult they felt the adventure was. If the adventure was easy, but had some good roleplaying moments, the game master may reward two Chance Points. If the game master led you through a nightmare scenario of horror and betrayal, then you will

probably get three. Chance Points do not have to be spent; they can be saved for later things, such as learning new Rituals or collecting Relics.

Alternatively, you can spend one Chance Point to get a Ritual. This becomes a permanent part of your sheet. Declare three tokens required to perform the ritual, and what the ritual can do. The game master gets final say on which tokens are acceptable and the final reward for successfully performing the ritual. Once a ritual is paid for, it uses a single point of Stuff to perform, and you get a +10 Chance bonus to perform it.

Other rewards may include Relics. A Relic is a special token with an exceptional quality to it, such as

a sewing needle that will cause an opponent to lose two Stuff rather than one, a bottlecap shield that negates the first loss of Stuff, or a rhinestone that grants a +5 chance bonus to a single roll per adventure. The limit is the game master's imagination, but this can be given instead of a Chance Point by game master controlled characters as a reward for acts of heroism. Mark these relics down on your character sheet.



THREATS

There are things out there. The world is dangerous to the widdershín: rats, cats, dogs, Hollow Ones, and other things that are beyond comprehension. Then there are threats to the Child, whether it might be a bully from school or an abusive sibling or parent, or worse. The widdershín are prepared to do what is needed to protect those that are important to them, and to fight for their own survival.

Hollow Ones

The Hollow are almost widdershín... but not quite. They are incomplete in some fashion. A Hollow may not have a key (and most don't), and they do not manifest Stuff the same way a widdershín does. A Hollow may look too perfect, or may look abused and broken, or it may be a horrific amalgam of different toys; it all depends on the Hollow's origin. All Hollow are Evil. They exist to hurt and torture, and they do so with malicious glee. They are the cursed dolls, the scary toys,

the abandoned and ignored.

They do not like humanity, and they definitely do not like widdershín.

A Hollow can have Stuff between 1 and 9, but it doesn't manifest in a physical way. A Hollow does not have a Role, but it can have a Pack. Most Hollow do not have keys; instead they use tokens and rituals. Hollow rituals are nasty, and are intended to disadvantage and harm others, rather than helping the Pack. A ritual may impose a -10 Chance penalty to someone,

or inflict from 1 to 3 harm depending on how many Hollow are involved. When a widdershin is subject to a ritual, they roll Chance to resist the effects.

The thing that disturbs widdershin the most is that it is nearly impossible to kill a Hollow. A Hollow may be stopped for a time, disappearing for months or even years, and when you think it is finally defeated and it is nothing but a memory, it will return. Each Hollow has a true death - a specific weakness that will lay it to rest forever. Entire adventures or even campaigns may surround finding the true death for a particularly vicious Hollow.

Humans

The widdershin tend to avoid human contact. The rare widdershin may befriend a child, but in most cases they prefer to keep their existence a secret. It is easier to protect people if they don't know you exist, and it makes it easier to avoid those who might prey on the widdershin. Unless the game master decides otherwise, it can be presumed society at large know nothing of widdershin and Hollow... and encountering either is probably a terrifying event for a human.

A human will have between 1 and 3 Stuff. An exceptional human may have up to 5 Stuff, and rarely more. Humans are generally squishy in comparison to widdershin and Hollow.



Beasts

There are many beasts that might prey on widdershin: cats and dogs, owls and rats. In many cases, these are simply mundane animals, and not much to worry about. However, the game master can decide that these animals are intelligent, cunning, and possibly hostile to the widdershin. There can be other things that the widdershin may need to face as well, creatures that are more unnatural.

Beasts will generally have 2 to 4 Stuff. Large or superior beasts may get as high as 6 to 9 Stuff, for things like bears and/or dire wolves. After taking 2 Harm normal animals will most likely flee combat unless they are desperate.

Others

The game master can design other threats to face, depending on the desired campaign. Spirits, undead, or faeries can all be part of the game. The amount of Stuff these creatures can have depends on how much of a challenge the game master wants to give the players, and what is appropriate to the creature encountered.

Magic

Magic can be a part of the game, beyond the rituals that are performed by the widdershin - presuming that such rituals are magic to begin with. It may be interesting to provide some humans with the gift of magic, or provide supernatural creatures with strange powers. For a character controlled by the game

master to use magic, it costs a point of Stuff to perform a magical feat. No roll is required, unless it is being performed on a player's character, in which case the character rolls to attempt to resist the effect.

When introducing magic into the game, decide what the magic looks and feels like. In our world human magic is tied to culture and faith, and the magical traditions of one culture will feel quite different from the traditions of another culture or belief. If you introduce other cultures - faerie magic for instance - it should have a unique and alien feel to it, to set it apart from human magic.

If you want a widdershin to be capable of magic, you should first decide what

widdershin magic feels like. Is it tied to trinkets and relics? Is it spiritual, or physical? Is it tied to a widdershin belief system? There are many ways you can introduce magic to the widdershin. If a player wants to start a character with this magic, you can have the player sacrifice one Chance Point from the character sheet for access to magic. This does not provide spells at character creation, but instead allows the widdershin to perform magic by spending two points of Stuff. Once an adventure has been completed, the character must pay back the Chance Point spent, and can then spend Chance Points to create spells, much as rituals are created. A spell that is known only costs one point of Stuff.

What can magic do? This depends on what the game master allows - but magic should have an unearthly and strange feel to it if

cast by widdershin. They are unusual creatures, and their magic should feel just as unusual, even to them.



Description and History

What is your name?

How were you lost?

What were you before you became widdershín?

How does your stuff manifest?

How does your key manifest?

What is most important to you?

What do you fear?

What do you think of humans?

What is your favourite token?

Who is your favourite widdershín?

Who is your least favourite widdershín?

