

# NECROMANCY SCOUT

None More Goth



## Aesthetics

Hat: Witch Hat, Top Hat, Hooded cloak

Outfit: Black Drapery, Black Cloak, Black on black on black

Focus: A Skull, A Shovel, Ebony Wand

I ride a \_\_\_\_\_ when I fly.

## Badges

**Raise the Dead:** Bring back something dead

(person or animal) for a short time as a zombie or

a ghost. A zombie can do simple tasks but they're not very chatty. Ghosts can't interact with the physical world but they can talk (even if they couldn't in life) and answer questions. *Backlash: the zombie is hungry and you smell very tasty indeed. It will act on this after completing one task. OR the ghost is especially spirited, cannot be dismissed and will haunt you.*

**Mastery:** O O O

**Raven Friend:** You get a familiar! When you close your eyes, you can see through its eyes instead and cast through it as if you were there! When you do, add +1 to your necromancy spells. Duration dependant on roll. *Backlash: the familiar will constantly try to tempt you to use your powers in a bad or selfish way and/or mock you mercilessly.*

**Mastery:** O O O

**Energy Drain:** A staple of Necromancy, you drain the... well... Energy from some living thing. Remove a Condition. *Backlash: Oops! Too much energy! You're going to be insufferably hyper for a while.*

**Mastery:** O O O

**Spook:** You don't have to be the biggest, you just have to be the scariest! You can do things like: make things fly around, change the temperature, make loud noises, break a mirror... in other words... Ghosty stuff! *Backlash:*

*Congratulations. You spooked yourself.*

**Mastery:** O O O

## Friendships

I consider \_\_\_\_\_ my oldest friend. But do they feel the same?

I really need \_\_\_\_\_ to think I'm cool.

## Universal Badges

**Broom Flying:** This represents your skill at flying on your chosen transport. Every Scout can magically fly, but this shows how likely you are to crash. *Backlash: The ride is extremely bumpy! You drop an item, but more importantly you look FOOLISH. OH NO!*

**Mastery:** O O O

**Animate Object:** You animate an object to mindlessly perform a task it can do. Brooms sweeping, mops mopping, etc. It continues until the job is done but takes a while.

*Backlash: It continues doing the task beyond your intent, to chaotic effect, but that's a problem for future you.*

**Mastery:** O O O

**Staffwork/Spellwork:** A catch all for small spells not covered by other Badges. Things like tying shoes, revealing a hidden door, removing a stain, etc. Most of the time this should just succeed and a roll is only required if failure would impact the story or be especially embarrassing. *Backlash: You draw unwanted attention, OR you break something on accident OR there is an embarrassing side effect. Whichever your character would want least to happen.*

**Mastery:** O O O

## CONDITIONS

When you have to mark a condition, the GM chooses the condition and you choose an option from the list beneath it. This option is what has to occur for you to clear this condition. While you have the condition, you should endeavor to roleplay your character feeling this emotion as well.

### Grumpy

Clear condition when:

- Δ you cut loose and break something important or valuable.
- Δ one of your friends listens to your feelings.
- Δ you get to yell and vent about a matter, related or not.

### Mopey

Clear condition when:

- Δ you break down in tears.
- Δ you rescue a friend from danger.
- Δ one of your friends tells you why they need you.

### Confused

Clear condition when:

- Δ a friend explains to you what's happening, and why.
- Δ you badly misinterpret a situation, and cause a scene.
- Δ you run away from a confusing situation.

### Chicken

Clear condition when:

- Δ you run away or back off from a confrontation.
- Δ one of your friends rescues you from danger.
- Δ you confess your fears.

### Shifty

Clear condition when:

- Δ you help the group through underhanded means.
- Δ one of your friends forgives you.
- Δ you tell the truth, even though it hurts.

## BEING DONE

When you mark your 5th condition you are DONE. It's too much. You need help.

Choose one:

- *Go to your Scout Leader and confess everything, ask them for help.*
- *Throw a tantrum and call everyone present out on something.*
- *Break your focus/wand (you'll need to get a new one) and lose all mastery in a spell you don't have your badge in yet.*

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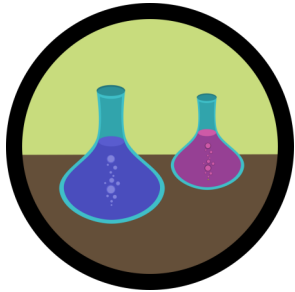
## CURRENT FRIENDSHIPS

## NOTES



# POTIONS SCOUT

*Like home economics, but with more explosions.*



## Aesthetics

Hat: Goggles, Chef Hat, Witch Hat

Outfit: Lab Coat, Apron, Stained Robes

Focus: Wooden Spoon and Colorful Vials, Metal Wanda and Clear Erlenmeyer Flasks, Stone Pestle and Opaque Bulb Flasks

I ride a \_\_\_\_\_ when I fly.

## Badges

**Invisibility Potion:** Drink this and become invisible! Much better than a silly cloak. *Backlash:* You're not only invisible, you're also inaudible. You're going to have to be creative to communicate with your friends until this wears off.

**Mastery:** O O O

**Explosion Potion:** Whatever this started out as, now it's only good for throwing and making a big boom. *Backlash:* Oh no! It backfired! The potion has an additional effect based on the potion it was intended to be, which you've long forgotten or maybe it works TOO WELL. It's at the GM's discretion.

**Mastery:** O O O

**Panacea:** This potion cures one Condition. *Backlash:* This potion makes you repeatedly, violently sick OR makes you tell the truth, whichever is most annoying, your choice.

**Mastery:** O O O

**Polymorph Potion:** Transform into an animal of your choice, duration dependent on roll. *Backlash:* You retain embarrassing traits from this animal after you revert, for example bunny ears and teeth or a donkey's bray.

**Mastery:** O O O

## Friendships

I met \_\_\_\_\_ while gathering ingredients for a potion I don't want anyone else to know about.

I have a crush on \_\_\_\_\_. I hope they don't find out!

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## CURRENT FRIENDSHIPS

## NOTES



# HEDGE SCOUT

Nothing to do with topiary, okay?



## Aesthetics

Hat: Witch Hat, Ear-Flap Cap, Hood

Outfit: Overalls, Plain Clothes, Flannel, Patched Robes

Focus: Walking Stick, Twig Wand, Crystal Ball

I ride a \_\_\_\_\_ when I fly.

## Badges

**Locomote:** Magically move from one location to another by animating a large object like a bed, wardrobe or bathtub. Unlike broom flying, this can take everyone and just needs you to succeed. *Backlash: it's a WILD RIDE! Here's hoping everyone brought their crash helmet.*

**Mastery:** O O O

**Shield:** You cast a protective charm on someone or yourself. It looks like whatever you want: a cute bubble, a floating shield, orbiting energy disks, etc. The next time the shielded would take a condition, don't (The GM still makes their move, though). *Backlash: The next spell you cast also fails, but it looks like you just messed it up.*

**Mastery:** O O O

**Scry/Locate:** Locate an object or person, accuracy dependent on roll. (If you succeed, you see your target in real time for 5-10 seconds.) *Backlash: Your target knows you scryed them and isn't happy about it. Uh oh!*

**Mastery:** O O O

**Tame:** Magically encourage an animal of your choosing to follow your commands as your familiar, duration dependant on roll. *Backlash: You got the DUMBEST possible animal. They will follow your commands, kind of, but they're going to be very literal about it.*

**Mastery:** O O O

## Friendships

I learned about other witches from \_\_\_\_\_, who taught me how to cast my first spell at school and kept it secret.

\_\_\_\_\_ is so cool! I want to learn everything I can from them!

## Universal Badges

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After you've done this, clear all your conditions save one, reflecting how you feel about what you've done.

## CURRENT FRIENDSHIPS

## NOTES



# RAINBOW SCOUT

*It can't all be sunshine and rainbows, except when it literally is.*



## Aesthetics

Hat: Witch Hat, Cat Ear Beanie, Colorful Beret, Flower Crown

Outfit: Clashing Colors, Homemade Costume, Pastel Robes

Focus: Sailor Senshi Wand, A Large Flower, A Bright Folding Fan

I ride a \_\_\_\_\_ when I fly.

## Badges

**Animal Helpers:** A number of animals come to your aid. They're your friends, so you can't order them to do anything, but they're disposed to help you out (if you're nice to them). They will help complete one mundane task in a hurry such as cleaning a room or giving you a makeover. *Backlash: They do not disperse after helping. Good luck explaining all the skunks in your bedroom.*

**Mastery:** O O O

**Sunshine:** A warm golden light suffuses the area. On a 10 or above, those present lose 1 Condition in either Chicken or Moepy. On a 6-9, they can change their clear condition. *Backlash: Too bright! Instead of a warm golden glow, you make a bright flash of light that startles everyone and alerts nearby creatures to your position.*

**Mastery:** O O O

**Bloom:** Plants magically flourish at your command. They can even grow to unnatural sizes or ensnare an enemy!. *Backlash: All other plants around the affected plant/area wither and die. You monster.*

**Mastery:** O O O

**Calm:** You can magically calm down another person or animal. If they were hostile, they stop what they were doing, but are grumpy about it. *Backlash: That calm came from somewhere. Namely, you. Time to Hulk Out.*

**Mastery:** O O O

## Friendships

\_\_\_\_\_ and I are best friends, no matter what they tell you.

\_\_\_\_\_ could really benefit from some positive encouragement! I'm just the one to give it to them!

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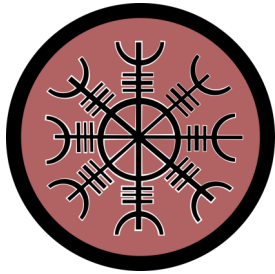
## NOTES





# HEX SCOUT

*Get on the scene, you're a hex machine*



## Aesthetics

Hat: Witch Hat, Ragged Cloak, Veil

Outfit: Bone Jewellery, Velvet Dress, Doll Clothes

Focus: Bone Charm, Twisted Wand, Old-Timey Broom

I ride a \_\_\_\_\_ when I fly.

## Badges

**Toad:** You briefly turn someone into a toad. Watch out for warts. Duration depends on roll. *Backlash:* They can still speak and will, loudly and extremely critically. Rude.

**Mastery:** O O O

**Wither:** Drain some of the energy from a living thing, making it tired and lethargic. This can be a person, plant or animal, or the 'life force' from organic matter such as wood, causing it to become brittle or rot. *Backlash:* You took too much energy! You MUST cast another spell immediately.

**Mastery:** O O O

**The Evil Eye:** Give a target the stink-eye, causing them to not only be extremely uncomfortable, but also gain a Condition (your choice). NPCs will generally flee or back down. *Backlash:* You've put a lot of negativity out into the world and it darkens. Literally or figuratively, who knows..

**Mastery:** O O O

**Sleep:** Induce a mandatory nap in a target. Duration dependent on the roll. *Backlash:* You flicked your hand a little wide, causing a bit of friendly fire. Or in this case, friendly naptime.

**Mastery:** O O O

## Friendships

\_\_\_\_\_ helped me once and I still haven't thanked them. I should get around to that....

I'm trying to convince \_\_\_\_\_ that I'm much more powerful than I actually am.

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## CURRENT FRIENDSHIPS

## NOTES



# FITE SCOUT

Muscle Scout Casts Fist



## Aesthetics

Hat: Witch Hat, Sweatband, Bandana

Outfit: Athletic, Yoga, Karate Gi

Focus: Wooden Baseball Bat, Hand Wraps, Bo Staff, Nunchucks

I ride a \_\_\_\_\_ when I fly.

## Badges

**Empower:** Getting PUMPED! Your body is suffused with magical power. Get a +1 to physical actions such as running, fighting, or lifting. Duration dependant on roll. *Backlash: You've gone too far! Your body is ONLY suited for physical tasks. Get a -1 to any spellcasting until the effect ends.*

**Mastery:** O O O

**Grow/Shrink:** You can GET BIG up to 12' tall or get small down to 3" tall. Duration dependant on roll. *Backlash: When you revert, you will go the other direction and be stuck like that for five minutes.*

**Mastery:** O O O

**Break:** Ability to shatter 'unbreakable' objects such as stone, concrete and brick. On flimsier materials like glass, you can break entire room's worth at once. *Backlash: You're going to break something important as well. You clod!*

**Mastery:** O O O

**Teleport:** You can teleport to a place you're familiar with or can see. BAMF! *Backlash: You leave something behind, GM's choice.*

**Mastery:** O O O

## Friendships

\_\_\_\_\_ is a soft and precious noodle. I must protect them!

I think \_\_\_\_\_ thinks I'm too reckless, but I can be careful! I'll be the most careful! I'll show them all!

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