

Taking Seraphina Further

You played a hero with the edges filed off, so you could start rolling on page one. Four steps turn Seraphina into a full character for a full campaign. They are Chapter Three of the Core Rulebook.

1 • ESTABLISH NPC BONDS

In the demo you had simple contacts. In the full game, relationships carry mechanical weight. Pick your bonds from your Background. They pay out during Downtime.

Her Coven is her bond. Name three witches in it. They count as mentors for learning spells and can cast communal blessings during Downtime.

2 • FORGE PLAYER BONDS

A party is more than strangers in the same fight. Bond with at least two other characters. Rival ranks a skill up when they do. Bound by Fate swaps Boons and Banes. Shared Secret buys one re-roll a session.

3 • BUILD YOUR FOUNDATION

Choose one location as your Home. You roll no Fate dice on downtime checks there. Then choose two more you frequent, and you are known and welcome in both.

The shop is the Home. Roll no Fate dice on downtime checks behind her own counter. Then pick the coven's meeting ground and a supplier as her two locals.

4 • CREATE YOUR NEMESIS

This is the one that matters. Choose a characteristic you want to raise. Your Nemesis is better at it than you are, and beating them is the only way to raise it permanently.

The Burnished Rose is right there. Give the rival coven a face and a name. Pick Soul or Mentality as the characteristic you want to grow.

WHAT THE FULL GAME OPENS UP

Crafting. Build your own magical items, potions and gadgets during Downtime.

The world. Past the Grey Zone into the Infernal Realms, the Necropolis, and the Dream Realm.

Deep progression. The Nemesis Cycle, permanent characteristic gains, and new Traits.

Your destiny is waiting. The Mist has fallen. What will you do now?



Seraphina Blackwood

“Phin”

WITCH · HUMAN · COOK (ALCHEMIST)

She held the doorway while the street burned.

Before the Mist fell, Phin Blackwood ran a quiet botanical curiosity shop in the Old Port district of Portland, Maine. To the mundane world she was a herbalist selling tea blends and good vibes. In truth she was the latest in a long line of secret practitioners, taught by her grandmother out of a tattered Book of Shadows hidden inside a shop ledger.

When the Unveiling tore the veil away, Phin did not hide. She stood on her own threshold and shielded her neighbors from a rampaging minor demon, pulling Shadow from the moon and Water from the Atlantic.

She belongs to the Coven of the Tidal Moon, a circle that heals and protects rather than hires out like the rival Burnished Rose. She brews potions that mend flesh and bewitch the mind, and she keeps a sanctuary for the newly Awakened.

Seraphina Blackwood

The Crafter

Characteristics						
Phy	Dex	MEN	Soul	Inf	Aff	Edge
2	2	3	2	2	2	2

Your status tracker runs from minus the characteristic to plus it. Drive one to zero and you take an injury.

Skills			
Athletics (Phy)	D6	Lore: Survival (Dex)	D6
Charm (Inf)	D6	Negotiation (Aff)	D6
Concentration (Men)	D6	Observation (Soul)	D6
Crafting (Aff)	D6	Occult (Soul)	D6
Cunning (Men)	D6	Research (Men)	D6
Dodge (Dex)	D6	Resilience (Phy)	D6
Education (Men)	D6	Stealth (Dex)	D6
Intuition (Soul)	D6	Streetwise (Aff)	D6

Anything not listed is untrained and rolls a D4.

Magic · Affinity: Shadow, Water			
Enchantment	D6	Restoration	D6

Moon Phases. Her magic runs with the moon. It is currently a New Moon, and she gains two ranks in Enchantment. Every school not listed is untrained and rolls a D4.

Equipment · 4 Wildcard Slots			
Slot	Item	Rarity	Tags
Class Item	Book of Shadows	Common	Throwing, Foci: Bastion
Weapon	Athame	Uncommon	Parry, 2 quality, 2 magical slots
Attire	Shopkeeper's Outfit	Common	Reinforced
Storage	Satchel	Common	

Consumables		
Item	Qty	Effect
Herbal Tea	1	Restores 1 Soul status.

Your Way In · The Rival Coven

The Burnished Rose has been recruiting hard out of the student body. They are moving a new study drug around campus, a potion that grants focus and quietly drains the user's Soul.

If they establish a stronghold here they get an endless supply of young Awakened batteries. Analyze the drug and expose the operation before they drain the freshman class dry.

Clues ☐☐☐☐☐☐☐☐ Leads ☐☐☐☐

Conditions You May Meet Tonight

- Bleeding.** One Physicality and one Dexterity each round at the end of the Delayed Step.

Cover. Add two to your rolls to defend from ranged attacks.

Cursed. One Soul damage per encounter for each rank of the curse.

Dazed. You cannot cast. Removed at the end of the Delayed Step.

Fear. One Mentality damage at the start of each round, before Declare.

Knockdown. You are struck off your feet and gain Prone.
- Mind-worm.** One Mentality at the end of the Delayed Step, for rounds equal to its ranks.

Poison. One Dexterity at the end of the Delayed Step, for rounds equal to its ranks.

Prone. On the ground. Standing costs your action. Subtract two from ranged attacks.

Stun. You lose your next action.

Terror. One Soul damage at the start of each round.

Traits, Talents & Play

The Crafter

Traits		
Trait	Origin	Effect
Adaptable	Heritage	Rank 1 in two extra skills. Taken as Lore: Survival and Research.
Bloodline	Background	Once per session, invoke the family name to auto-pass an Influence or Affluence check.
Alchemy	Class	As an action, pay the Soul cost of one spell to turn it into a consumable potion. Not usable with Evocation or Degradation.
Susceptible	Hindrance	Remove a rank of Fate from Intuition and Observation. Add a rank of Fate to defense rolls against mental attacks.

Talents			
Talent	Skill / Tag	Type	Effect
Crafty	Enchantment	Ability	Add ranks in Restoration and Enchantment to crafting rolls.
Resist Poison	Resilience	Ability	When making Resilience checks against poison, add your ranks in Resilience to the results.
Keen Eye for Value	Affluence	Ability	+1 to Negotiation (Affluence) checks when bartering for Common, Uncommon and Rare goods.

Playing Seraphina

You are the toolkit. Mentality 3 and a wide skill list mean you almost always have something to roll. Alchemy lets you bank a spell before the fight starts, so cast Restoration into a potion during a quiet moment and hand it to whoever is bleeding.

Everything Else You Need

The Core Check

Characteristic + Skill die – Fate die. Beat the Challenge Level and you succeed. Match it exactly and you succeed. Come in under it and you fail, and the Narrator adds a complication. Double the Challenge Level or more is a heroic triumph and earns a Boon.

Skill Dice

Untrained **D4** Rank 1 **D6** Rank 2 **D8** Rank 3 **D10** Rank 4 **D12** Rank 5 **2D8** Rank 6 **D20** Rank 7 **D20+D4**

Fate Dice

One rank **D4** Two **D6** Three **D8** Four **D10** Five **D12** Six **2D8** Seven **D20**

The Round

Declare what you are doing before anyone rolls. Then resolve in speed order: **Superhuman, Fast, Normal, Slow, Delayed**. Spells are Slow by default. Then Ready, where everyone decides to hold or run.

Taking Damage

You do not have hit points. Damage marks a status tracker down, and the tracker's floor is your characteristic. Drive a characteristic to zero and you take an injury from that table. Healing can only bring a negative status back up to zero.

Boons and Banes

Boon. Remove a rank of Fate from your next check. Add a story element to the scene. Bank it as experience. Or trigger a talent or item that needs a Boon.

Minor complication. Add a rank of Fate to the next check. The Narrator adds a story element. Or more goons arrive.

Major complication. Status damage. An injury. A new nemesis. You are forced to roll unskilled. Or something on an Adversary Card fires.