



AURA PLAYSHEETS AND HELP SHEETS



THE SEEKER

Life is a wondrous, ever-shifting ocean for you to explore. You're driven by a desire to learn more about the world around you. Meeting new people, acquiring new skills, or exploring unknown places never loses its fascination.

THE GARDENER

Life is truly the greatest gift, but it is vulnerable and easily trampled. You know that life needs care, love, and attention. So you do your best to help others learn and grow, which has never failed to make you happy in return.



THE WITNESS

You know life is complicated and difficult. But it can be a little easier if you're patient with the world and if you approach it with care. Spending time to carefully consider the options and the outcomes before you judge or act comes naturally to you.



THE VIVID

To you, life is a unique pleasure that's best enjoyed with both arms outstretched. You know it will end, but that gives you all the more reason to enjoy it now. When you're not lost in the moment, you relish sharing your energy with the world.



THE PLAYFUL

Life can be many things, but if you approach it with the right attitude it can definitely be a lot of fun. You're good at finding joy in the simple things, making the mundane enjoyable, and bringing some silliness into other people's lives.

THE ARTISAN

Life is a truly wondrous workshop. You enjoy putting things together in novel ways to make useful or maybe just pretty new objects. You know how to build to last and to share so that the joy of their creation can be experienced by many people.



THE CANDOR

Life is filled with things that distract us and pull us apart. Obstacles that keep us from what's really valuable: to truly connect with someone on a deep and honest level. And the only way to get there is to be open and vulnerable.





THE HEARTH

Life is best enjoyed together, huddled around a campfire with friends. You love to bring people together, to share the good and the bad that the world throws at you. There's no storm that people can't weather when they're together.



ASPECTS

distribute 1, 2, 2 and 3

			
Muscle	Bone	Head	Heart

IDENTITY

pick one each or write in your own

Name Cassiopeia, Aurelia, Nebula, Jade, River, Astro, Lumin, Bellamy, Zeke, _____

Eyes Restless, Tired, Young, _____

Motion Careful, Vigorous, Lazy, _____

Style Purposefully unremarkable, Street wear, Breathable athletics, Scene outfit, _____

Art Dance, Graffiti, Parkour, Skateboarding, Photography, _____

Familiar Cat, Fox, Magpie, Ferret, _____

PERSONALITY

pick three or write in your own

Pick 2 you are and 1 you refuse to be:

Sharp, Carefree, Soft, Quiet, Consistent, Levelheaded, Tactful, Charming, _____

COVEN QUESTIONS

ask each fellow witch one

- What disagreement did we overcome together?
- How has my magic surprised you?
- What's the bravest thing you have seen me do?
- What fascinates me about your art?
- What questions do you feel my art explores?
- What about me makes you curious?



THE SEEKER

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SIGNATURE STRENGTH

use to reveal a gap blockade

With your courage and eagerness, you can help others leave their **timidity** or **fear of change** behind.

MAGIC CHARMS

spend one magic token to use

- Help someone find motivation
- Make someone freeze up and hesitate
- Spark someone's curiosity
- Ask: What is missing in your life?
- Move unnoticed
- Lock or unlock something
- Create a magical performance or piece of art

Magic Tokens

Start play with 2 magic tokens

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SCENE PLAY

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Play Scene

Investigate and interact with the world together.

- The Weaver asks a question „Will we...?“
- The Weaver sets time and place
- Play out the scene together
- Ask questions if you're curious

WOUNDS AND HEALING

Use the Wound Sigil and its Gaps to track the progress of healing as you fulfill the Torn's needs, one by one.

The Wound Gaps

The three Gaps need to be healed in order:

- **Safety:** The Torn has reached a state of stability. They are no longer in acute pain or danger.
- **Insight:** The Torn has confronted their pain, has understood or overcome it and found harmony.
- **Meaning:** The Torn has found a way forward and given their life new meaning.





Healing a Gap

The healing of each Gap goes through these steps:

- **Understand:** Reveal what obstructs the healing. Use a Signature Strength of the witches as inspiration.
- **Heal:** Remove the obstacle to the healing during play with a successful Challenge Roll.
- **Show:** Use a montage to find out how the Torn's life changes and improves.
- **Fill in:** The most involved witch fills in the Gap and distributes 2 magic tokens among her sisters.

ASPECTS

distribute 1, 2, 2 and 3

			
Muscle	Bone	Head	Heart

IDENTITY

pick one each or write in your own

Name Diana, Clementine, Ursula, Saffron, Halo, Cinnamon, Ezra, Lavender, Forrest, _____

Eyes Pale, Caring, Calculating, _____

Face Warm, Wrinkled, Tired, _____

Style Heirloom apron, Hiking gear, Hippie chic, Self-made sweaters, _____

Art Horticulture, Teaching, Cooking, Ceramics, Choreography, _____

Familiar Frog, Otter, Dove, Panda, _____

PERSONALITY

pick three or write in your own

Pick 2 you are with others and 1 you don't know how to be:

Patient, Trusting, Fun, Intense, Optimistic, Resolute, Worried, Gentle, _____

COVEN QUESTIONS

ask each fellow witch one

- How does your art nourish me?
- Who taught the two of us our witchy ways?
- What nature spirit did I befriend and tend to?
- What am I deeply thankful to you for?
- How have I lifted you up?
- What precious gift have you received from me?



THE GARDENER

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SIGNATURE STRENGTH

use to reveal a gap blockade

The care you can offer lets you gently guide others out of **hopelessness or callousness**.

MAGIC CHARMS

spend one magic token to use

- Ease someone's pain
- Grant someone the strength to hold on
- Help someone recognize kindness
- Ask: What nourishment do you seek?
- Exude an aura of safety and care
- Grant someone restful sleep
- Create a magical performance or piece of art

Magic Tokens

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ASPECTS

distribute 1, 2, 2 and 3

			
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IDENTITY

pick one each or write in your own

Name Willow, Ana, Elise, Birch, Ocean, Blue, Easton, Jonas, Basil, _____

Eyes Knowing, Open, Distant, _____

Frame Slim, Soft, Weathered, _____

Style Braids and buns, Second hand Vintage, Formal wear, Denim casual, _____

Art Origami, Baking, Horticulture, Restoration, Calligraphy, _____

Familiar Mouse, Bat, Hedgehog, Owl, _____

PERSONALITY

pick three or write in your own

Pick 2 you learned to be and 1 you never find time for:

Friendly, Reliable, Smart, Romantic, Scared, Adorable, Respectful, Interesting, _____

COVEN QUESTIONS

ask each fellow witch one

- What kindness have I seen you give to others?
- How have you helped me without realizing?
- What is your first memory of me?
- What do we both worry about?
- What about your art fascinates me?
- What do you see when you look at me?



THE WITNESS

You know life is complicated and difficult. But it can be a little easier if you're patient with the world and if you approach it with care. Spending time to carefully consider the options and the outcomes before you judge or act comes naturally to you.

SIGNATURE STRENGTH

use to reveal a gap blockade

With your patient and calm nature you can dispel **overwhelming stress or lack of attention** in others.

MAGIC CHARMS

spend one magic token to use

- Quiet someone's inner critic
- Help someone focus
- Help someone understand a connection
- Ask: How are these two people connected?
- Gain a glimpse into a possible future
- Summon or ensure perfect timing
- Create a magical performance or piece of art

Magic Tokens

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distribute 1, 2, 2 and 3

			
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IDENTITY

pick one each or write in your own

Name	Evaline, Tia, Ginger, Opal, Phoenix, Nova, Max, Fabian, Victor, _____
Eyes	Innocent, Fiery, Tempting, _____
Arms	Muscular, Tattooed, Scarred, _____
Style	Flawless makeup, Glitter everywhere, Cropped and tight, Band merch, _____
Art	Mixology, Acting, Disc-Jockeying, Singing, Cosplay, _____
Familiar	Peacock, Snake, Koi, Tarantula, _____

PERSONALITY

pick three or write in your own

Pick 2 you are and 1 that strangers assume you are:

Cheerful, Calm, Blunt, Brokenhearted, Ordinary, Naive, Insatiable, Too much, _____

COVEN QUESTIONS

ask each fellow witch one

- How do I inspire your art?
- What love or passion do we share?
- What's the most interesting thing I have seen you do?
- Why do I want to be close to you?
- What about me first caught your eye?
- Which one of the Mothers looks out for me?



THE VIVID

To you, life is a unique pleasure that's best enjoyed with both arms outstretched. You know it will end, but that gives you all the more reason to enjoy it now. When you're not lost in the moment, you relish sharing your energy with the world.

SIGNATURE STRENGTH

use to reveal a gap blockade

The energy and enthusiasm you bring to everything can scare away **isolation or apathy**.

MAGIC CHARMS

spend one magic token to use

- Grant self-confidence to someone
- Give someone a boost of energy
- Help someone notice beauty
- Ask: What do you secretly desire?
- Become the center of attention
- Grant a brief bout of good luck to someone
- Create a magical performance or piece of art

Magic Tokens

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ASPECTS

distribute 1, 2, 2 and 3

			
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IDENTITY

pick one each or write in your own

Name	Piper, Aggie, Luna, Jinx, Kite, Domino, Aurelion, Rook, Malcolm, _____
Eyes	Wild, Painted, Skittish, _____
Face	Critical, Open, Youthful, _____
Style	Leather jacket, Lots and lots of gadgets, Ironic t-shirts, Occult symbols, _____
Art	Music, Dance, Game Design, Poetry, Stitching, _____
Familiar	Dog, Monkey, Squirrel, Jellyfish, _____

PERSONALITY

pick three or write in your own

Pick 2 you enjoy being and 1 you think is a waste of time:

Sarcastic, Goofy, Magnetic, Enigmatic, Wistful, Grumpy, Rambunctious, Down-to-earth, _____

COVEN QUESTIONS

ask each fellow witch one

- What guilty pleasure do we both enjoy?
- What habit do I have that you find endearing?
- How have we combined our art in the past?
- What is it about you that makes me happy?
- What mischief does my familiar like to cause?
- What about my magic gives you most joy?



THE PLAYFUL

Life can be many things, but if you approach it with the right attitude it can definitely be a lot of fun. You're good at finding joy in the simple things, making the mundane enjoyable, and bringing some silliness into other people's lives.

SIGNATURE STRENGTH

use to reveal a gap blockade

With your lighthearted or mischievous nature, you can clear away a **lack of joy or excessive seriousness**.

MAGIC CHARMS

spend one magic token to use

- Help someone relax
- Make someone less self-conscious
- Help someone find the humor in things
- Ask: What or who here do you love?
- See a way to exploit or misuse a system
- Cause a brief bout of bad luck or mischief
- Create a magical performance or piece of art

Magic Tokens

Start play with 2 magic tokens

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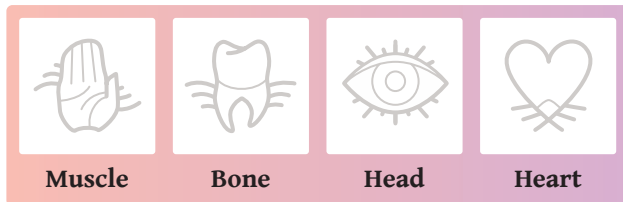
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ASPECTS

distribute 1, 2, 2 and 3



IDENTITY

pick one each or write in your own

Name Celeste, Gwen, Marigold, Jupiter, Ash, Tig, Norte, Marten, Harlan, _____

Eyes Appraising, Intense, Mournful, _____

Hands Calloused, Tattooed, Gentle, _____

Style Cargo pants, Stained overalls, Lumberjack, Loose fit, _____

Art Embroidery, Architecture, Woodworking, Tattooing, Programming, _____

Familiar Beaver, Raccoon, Crow, Rabbit, _____

PERSONALITY

pick three or write in your own

Pick 2 you are and 1 you feel you fail at:

Warm, Careful, Relaxed, Hard, Professional, Pleasant, Flexible, Direct, _____

COVEN QUESTIONS

ask each fellow witch one

- What item did you give me that I treasure?
- How do you support me with your art?
- What have you helped me build for others?
- Why do I trust you so deeply?
- How does my familiar assist me in my daily life?
- How did you help me reforge myself into a witch?



THE ARTISAN

Life is a truly wondrous workshop. You enjoy putting things together in novel ways to make useful or maybe just pretty new objects. You know how to build to last and to share so that the joy of their creation can be experienced by many people.

SIGNATURE STRENGTH

use to reveal a gap blockade

Your skill and passion for building can help overcome a **lack of focus or missing infrastructure**.

MAGIC CHARMS

spend one magic token to use

- Ease someone's frustration
- Grant joy in an activity
- Help someone see something in a new light
- Ask: What do you want me to do?
- Conjure a useful, handheld object
- Make a machine malfunction or suddenly work
- Create a magical performance or piece of art

Magic Tokens

Start play with 2 magic tokens



SCENE PLAY

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ASPECTS

distribute 1, 2, 2 and 3

			
Muscle	Bone	Head	Heart

IDENTITY

pick one each or write in your own

Name Callisto, Helena, Iris, Aspen, Indigo, Mo, David, Ambrose, Ruben, _____

Eyes Earnest, Forgiving, Judging, _____

Mouth Smiling, Strict, Soft, _____

Style Jeans and T-Shirt, Timeless class, Goth Lace, Bohemian, _____

Art Storytelling, Calligraphy, Photography, Fashion Design, Fanfiction, _____

Familiar Salamander, Ferret, Sparrow, Butterfly, _____

PERSONALITY

pick three or write in your own

Pick 2 you are and 1 you wish you were:

Upbeat, Serene, Generous, Energetic, Focused, Small, Graceful, Strong, _____

COVEN QUESTIONS

ask each fellow witch one

- What truth in your art speaks to me?
- What secret have you shared with me?
- Why do I value your opinion so much?
- What do I admire about you?
- What's the kindest thing you have seen me do?
- What truth about yourself is hard for you to face?



THE CANDOR

Life is filled with things that distract us and pull us apart. Obstacles that keep us from what's really valuable: to truly connect with someone on a deep and honest level. And the only way to get there is to be open and vulnerable.

SIGNATURE STRENGTH

use to reveal a gap blockade

Your commitment to truth and candor can cut through ignorance or misguided conviction with ease.

MAGIC CHARMS

spend one magic token to use

- Calm someone down
- Grant the courage to be vulnerable and open
- Help someone accept a hard truth
- Ask: What Truth do you fear?
- Speak words that ring with honesty
- Make circumstances unravel an untruth
- Create a magical performance or piece of art

Magic Tokens

Start play with 2 magic tokens

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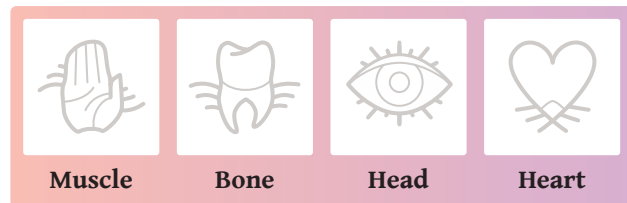
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ASPECTS

distribute 1, 2, 2 and 3



IDENTITY

pick one each or write in your own

Name Juniper, Adore, Stella, Silver, Coal, Winnie, Cole, Viridian, Reed, _____

Eyes Friendly, Intimate, Half-open, _____

Posture Grounded, Protective, Gentle, _____

Style Preppy and comfortable, Autumn colors, Chunky Jewelry, Old Fashioned, _____

Art Making Furniture, Brewing, Landscaping, Flower Arranging, Painting, _____

Familiar Chinchilla, Goat, Penguin, Tapir, _____

PERSONALITY

pick three or write in your own

Pick 2 you are and 1 you're not allowing yourself to be:

Open, Silly, Melancholic, Impulsive, Pithy, Pensive, Self-confident, Innocent, _____

COVEN QUESTIONS

ask each fellow witch one

- What makes you one of my favorite guests?
- Which close friend have you met through me?
- Why do I love to exhibit your art?
- Which Mother do we both hold dear?
- What community are we both active in?
- How does my home communicate my love?



THE HEARTH

Life is best enjoyed together, huddled around a campfire with friends. You love to bring people together, to share the good and the bad that the world throws at you. There's no storm that people can't weather when they're together.

SIGNATURE STRENGTH

use to reveal a gap blockade

Your ability to effortlessly connect people helps you to dispel **prejudice or loneliness**.

MAGIC CHARMS

spend one magic token to use

- Grant someone a glimmer of hope
- Make someone feel welcome
- Help someone discover things to be grateful for
- Ask: What do you need to feel like you belong?
- Create an intimate or harmonious atmosphere
- Cross paths with a person of your choice
- Create a magical performance or piece of art

Magic Tokens

Start play with 2 magic tokens



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PHASES OF PLAY

go through step by step

Preparation

Settle down, introduce the safety tools and discuss the particulars and boundaries of your story.

Set up

Either use a quickstart kit or make use of an augury rite to find your setting and quest. Use the aura playbooks to create your witches. Then whoever last experienced something magical starts as the Weaver. As part of setup you draw the **Wound Sigil** and its three Gaps:

- The Torn has reached a state of **safety**
- The Torn has found awareness and **insight**
- The Torn has given their life new **meaning**

Beginning

Touch the player to your left and hum together to find harmony **or** state your positive intention instead. Then introduce your witches with a brief **prologue** montage.

Scene Play

Open scenes and play through them to tell the healing story by understanding and healing Gaps to help the Torn. Anyone can ask questions at any time.

You have a total of 13 scenes to help the Torn. The story ends when all scenes are spent or all Gaps are healed. Track the elapsed scenes on your Wound Sigil.

Ending

Once all Gaps are filled in, your intervention was successful. If all scenes pass before then, the Torn's Calamity comes to pass but for each Gap healed the group picks one option to reduce its impact:

- The Calamity isn't quite as intense.
- The Calamity doesn't last as long.
- The Calamity doesn't affect as many people.

Finally show how the Torn moves forward from here with a **epilogue** montage.

THE WOUND SIGIL

decorate the sigil, track the Wound's progress and take notes



each witch begins with 2 magic tokens. When you fulfill a Gap the responsible witch distributes 2 magic tokens among her sisters.

SAFETY RULES

Using one of the following tools halts the game. No explanations needed. When this happens step outside your witches and the game.

Take a breath and talk about the story to figure out if and how to move forward. Feel free to rewind, reboot or retcon as needed. You are witches after all.

Signal

Ask your fellow players “Does this feel right?” when:

- You take a narrative turn that moves things in a new and surprising direction
- You are not sure everyone is on board with your contribution to the story

If someone answers with a “No”, stop and discuss.

Honk

Do a “truck honking” gesture and sound when:

- Something in the story feels off to you
- You are uneasy with where the story is heading

Stop the action and discuss.

Brake

Cross your arms in an X and say “Full Stop” when:

- The story takes a direction that feels wrong to you
- You are emotionally overwhelmed or feel pain

Stop the game and step away for a bit. If you can, get up and leave the play space to get some fresh air. After a few minutes return and discuss.

Abort and Release

If you abort the game, it is recommended that you still go through the Release ritual together. But you should only do so if everyone is comfortable with it.

AUGURY RITES

Pick a rite and stick with it for the Augury. You perform the rite together to find answers. Each player asks one of the three questions in turn. Weaver goes first.

- What is the nature of this Wound?
- Where can we find the Torn?
- What calamity looms if we do nothing?

After the question the asking player explains how this answer relates to or speaks to their witch.

The Naked Eye

- Everyone closes their eyes in stillness
- The petitioner asks their question aloud
- Everyone listens to themselves and offers a word or impression they discovered

Tarot Reading

- The petitioner asks their question aloud
- The petitioner turns over a card from a tarot deck
- Each player, in turn, repeats the question and turns over another card from the deck

Letter Scatter

- The petitioner asks their question aloud
- The petitioner blindly grabs a handful of letter tiles
- Scatter the tiles on the table and look for words
- Return the tiles for the next question

Ideas for more Rites

- Use an Ouija board together
- Play a round of Exquisite Corpse
- Listen to the noises around you for answers
- Move, sing or dance together
- Use the autocorrect function in your smartphone
- Share the last photo on your phone
- Create and interpret ink-blots
- Drip molten wax into water and interpret the shape
- Look up the petitioner’s horoscope
- Open a book on a random page and read a sentence

CHALLENGE ROLLS

To do something difficult or heal a Gap, roll dice equal to the relevant aspect. Each 5 or 6 counts as a success.

Create Change

When you try to create a change in the physical world

- **Muscle** through quick physical action
- **Bone** through hard work
- **Head** through thinking and facts
- **Heart** through social action

Resist Change

When you try to resist a change:

- **Muscle** to evade or outmaneuver it
- **Bone** to outlast or stand steadfast against it
- **Head** to outthink or dismantle it
- **Heart** to embrace or soften it

Find Insight

When you try to learn something about the world:

- **Muscle** for movement or dynamic situations
- **Bone** for objects, the past or static situations
- **Head** for facts, data or concepts
- **Heart** for feelings or motivations

Connect Souls

When you talk to someone to help them:

- **Muscle** relating to self-esteem or motivation
- **Bone** relating to endurance or patience
- **Head** relating to understanding or knowledge
- **Heart** relating to emotions or relationships

Modifying Rolls

- +1 dice per helping witch or familiar
- +1 dice for each relevant charm

Outcome

- **3+ successes:** You succeed in a miraculous way
- **2 successes:** You succeed
- **1 success:** You may succeed, but with great effort
- **0 successes:** The may succeed, but at a personal cost