

LIFE AS A WANDERLING

After death, some lives remain as distortions. Wanderlings make strange whirlpools, riptides, and echoing ripples in this reality.

As a Wanderling, you peer into the Hereafter as if from the bottom of a well. You freeze and whimper in a world without physical touch – relics and chalk magic are your only source of warmth.

What good can a Wanderling be in the company of their fellow travelers? Plenty...provided they hold no superstitions about traveling beside the dead. Wanderlings make for great scouts, floating far above the trees, passing through padlocked doors, or diving deep into the Earth for trinkets, chalk, or Imago.

When playing as a Wanderling:

- Wanderlings have a single wound. They do not take damage from conventional means, but can be harmed by chalk; i.e. crests, spells, the Imago, Slip-stuff, and ancient relics.
- Wanderlings can only physically interact with Slip-stuff and Ancient Relics.
- Wanderlings are magnetically drawn to Slip-stuff and ancient relics. If you do not possess a Slippery item or ancient relic, roll Disadvantage on all Checks and Saves when nearby one of these items.
- Wanderlings cannot truly rest. Lose 2 stress and heal 2 Damage during each sunrise, but you may not heal or reduce stress any other way.

WANDERLING ATTRIBUTES

1d10	Description of appearance
1	You have a hideous disfigurement related to your cause of death.
2	You have a blank space for a face.
3	You appear to blink forward three to four feet at a time instead of continuously moving.
4	Below your waist fades into a floating pointed tale.
5	Your eyes, nose, mouth, and other facial features shift and writhe on your face like television static.
6	You appear 30% too large or 30% too small compared to those around you.
7	You wear a white sheet over your head with holes for eyes cut out.
8	You wear archaic clothing, out of style for over a thousand years, and tinged in white dust.
9	You are festooned with heaps of locks and chains across your arms, legs, wrists, and neck – a signifier of past sins.
10	Your movements are jerky and unnerving as if your motions were captured with stop-motion animation.

