(name & pronouns)

## Actual Child (each companion chooses one)

O Animal Enthusiast ()
Aptitude: Empathetic
Tether: When you train or befriend a
magical creature from the realm
Bane: When you must hurt an
animal
o Artist ()
Aptitude: Creative
Tether: When channeling artistic
expression into a creation
Bane: When you must damage a
beautiful or well-made object
○ Athlete ()
Aptitude: Athletic
Tether: When using the skills of your
chosen sport
Bane: When others' safety depends
on you being the strongest or fastest
• Bookworm ()
Aptitude: Well-Read
Tether: When engaging with your
favorite topic/obsession
Bane: When faced with a purely
physical challenge
○ Daydreamer ()
Aptitude: Imaginative

Tether: When engaging with an

monster or nightmare made real...

external magic or wonder... Bane: When faced with an actual

0	Hall Monitor ()
	Aptitude: Unwavering
	Tether: When sticking to the plan, no
	matter what
	Bane: When you need to break the
	rules
0	Nature Scout ()
	Aptitude: Prepared
	Tether: When surviving in a natural
	location
	Bane: When caught by surprise
0	Outsider ()
	Aptitude: Observant
	Tether: When protecting or
	befriending an outcast or innocent
	Bane: When you have to blend in or
	sync with a group
0	<b>Performer</b> ()
	Aptitude: Captivating
	Tether: When engaging in your
	performance style of
	Bane: When doing something dull,
	tedious, or mundane
0	Popular Kid ()
	Aptitude: Charismatic
	Tether: When convincing someone

new to follow or trust you...

attention...

Bane: When you can't be the center of

## **FALLEN COMPANION**

Write down the playbook of your fallen companion and the one gift from that playbook the Keeper of Memory will have access to each milestone.

Playbook:		
Gifts:		
Miles	tones	
Sidekick ()	• Spoiled Brat ()	
Aptitude: <i>Steadfast</i> Tether: <i>When getting a friend out of</i>	Aptitude: <i>Headstrong</i>	
trouble	Tether: When attempting to acquire what is being kept from you	
Bane: When going your own way	Bane: When you must sacrifice for someone else	
Small Fry ()		
Aptitude: Nimble	<ul> <li>Tinker ()</li> </ul>	
Tether: When being small helps you	Aptitude: Dexterous	
hide, sneak, or squirm	Tether: When taking apart,	
Bane: When you need to stand up to	repairing, or figuring out a	
something bigger	contraption	
	Bane: When lacking the proper	
	tools for the task at hand	