

STRANGER STUFF

Teenage Witchcraft

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Based in South Carolina, USA, **Fat Goblin Games** was founded in 2011 to create *Pathfinder Roleplaying Game* compatible products. With a focus on high quality production values and providing a creative environment for our team of freelancers (*The Fat Goblin Hoarde*), **Fat Goblin Games** has quickly become a recognized force in the world of Third Party Publishers of not just the *Pathfinder Roleplaying Game* and *5th Edition Fantasy*, but also supporting the *vs. M Engine* and releasing official products for *Castle Falkenstein*, originally published by **R. Talsorian Games**. With hundreds of support books, visual aids, campaign settings, and quality stock art, **Fat Goblin Games** continues to provide exciting content and fantastic worlds in which gamers can immerse themselves.

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Introduction

"It will soon be your 16th birthday, and you'll be coming into your Full Power."

The concept that on a special birthday, particularly for young women, and most commonly their 16th, is when they pass not only from being a "girl" to becoming a "woman," but also marks when they come into their own power as a witch. Reasons for it are legion, but regardless, it is a powerful idea and one we wanted to help bring into **Stranger Stuff** in an interesting way.

This isn't to say that these rules are "No Boys Allowed" or that male witches (more commonly called warlocks or wizards) are excluded, but this book is being written about women, coming into their power, and the rules assume as much. So when we say "witch" and even say "she" or "her" understand that we are focusing this on tropes associated with women, but your spellslinger can be any gender, race, ethnicity, or even creed.

This last point (about creed, i.e. belief) is also important to think about. There are as many "magical traditions" as there are cultures and "traditions" in the world. This book is focused closely on a Western ideal of the witch and witchcraft, the kind that has a *Book of Shadows* or reads from their grimoires, the kind that were killed in Salem, etc. You're welcome to adapt these rules to your own favorite tradition or pull from what folkcraft you prefer to make your spells more unique, but it's grounded in a common example of "witchcraft" as portrayed on television in the US of A (with European origins).

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In the end though, what we have here is a freeform, build-your-own spellcasting system, that is designed to be used with *TinyD6*, especially the **Stranger Stuff (TinyD6)** game for *TinyD6*. Designed as an add-on to the game anyone can enjoy, options are included for how your Gamemaster wants to introduce witchcraft, with it all ideally balanced enough to have “being a witch” not need to even be a Trait (though those options are presented as well).

While explicitly designed to be used with **Stranger Stuff**, these rules can easily be adapted to any *TinyD6*-based game, and so the rules from **Stranger Stuff** for Toughness and Stress, instead of the more commonly used Hit Points, are included here for ease of reference.

INSPIRATION

Anyone familiar with the concept of a “cash grab” will obviously realize we’re releasing this to grab onto the zeitgeist of another popular Netflix inspired TV-show, as well as adapting a book we originally released in 2018 — **vs. Stranger Stuff: So You’re A Teenage Witch** — but 2018 really felt like a “Year of the Witch” with many additional shows and media focus. While not all the standard 1980’s fair films and television we normally tap for **Stranger Stuff**, all of the following films and television shows are what inspire this book.

- ☆ **Chilling Tales of Sabrina**
- ☆ **Charmed**
- ☆ **Light as a Feather, Stiff as a Board**
- ☆ **The Craft**
- ☆ **Salem**
- ☆ **The Secret Circle**
- ☆ **Hocus Pocus**
- ☆ **The Witches of Eastwick**
- ☆ **Teen Witch**
- ☆ **Witch’s Brew**

And many more!



Who Can Be a Witch?

As explained before, anyone can be a witch by these rules. In fact, any character can potentially use these rules as presented and help cast a spell and inherently that is what makes you a witch or not. Do you cast spells? You're a Witch!

There is, however, a common trope that someone must "be a witch" or otherwise possess a special innate quality. We have two ways to present this — one using existing Traits, but with new, alternative rules (i.e. the ones included here) or with new Traits, tailor-made for the teen-focus of **Stranger Stuff**.

USING EXISTING TRAITS

In the *Stranger Stuff* chapter of the core **Stranger Stuff** book, the *Supernatural Powers* section includes rules for the **Spell Reader Power Trait** and the **Spell-Touched Power Trait**. Rather than replacing those Traits with "Witchcraft" Traits, this book instead replaces those rules for Spell Readers and Spell-Touched magic. Easy, right?

Thus, any character that chose or takes either of those Traits for a game (any game, including other *TinyD6* games) could instead elect to use these rules for witchcraft instead of the ones presented in the core book for Spell Readers or Spell-Touched spellcasters.

The key difference between a Spell Reader versus a Spell-Touched Witch here is whether or not they can create new spells. A key step in performing Witchcraft as presented in this book is the actual "crafting" of a spell from an Intention to a final effect. Only those with the Spell-Touched Trait can craft original spells, those with the Spell Reader Trait can instead only work with existing spells written down in some form.



Both Spell Readers and Spell-Touched have some shared amount of innate knowledge about how witchcraft works, so explicit step-by-step instructions aren't always vital for a Spell Reader to perform a spell, they just lack the necessary understanding and intuition to create all-new spells — they are beholden to wiser witches with a flair for this kind of thing to give them a “recipe” as it were.

NEW TRAITS FOR WITCHES

Instead of using the old or existing Traits, feel free to include something like the **Teenage Witch Trait**, presented here. Gamemasters may limit who can take this at character creation, basing it for their purposes on special bloodlines or ancestry, or making it a result of something like trauma or special rites of passage. It can even be rewarded as part of Character Advancement by many creatures.

TEENAGE WITCH TRAIT

You can perform witchcraft, either using existing spells or even creating all new ones. This allows you to use the Witchcraft rules presented in this book as written. Additionally, you can initiate friends (granting them the **Initiated Trait** for free).

Don't feel that you need to have any or all characters possess that Trait unless you intend for it to be limited on purpose. Built into that Trait is another common idea from media about witches, rites of initiation and covens. We have a second Trait that does double duty as something a Witch can either take to show they're initiated into a coven already (possibly family or even a formal organization, like if they're part of a School of Witchcraft) or they can grant it to their fellow Kids, helping to form a Coven.

INITIATED TRAIT

A Witch (it can even be a fellow Kid with the **Teenage Witch Trait**) has performed a special one-time ritual upon you, and after this rite, you are considered initiated into their Coven, and able to aid them in witchcraft. If an NPC instead initiates you, it means they are your mentor and you gain them as a trusted tutor in witchcraft.

