



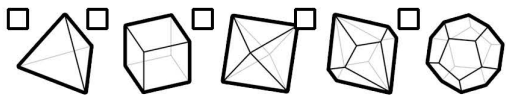
Name _____

Pronouns _____

Age _____

CELLAR DWELLER
















SPELL DIE



EXPERIENCE

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SKILLS HUMAN DIE

Mental     	_____	○○○○○	_____	○○○○○
_____	_____	○○○○○	_____	○○○○○
_____	_____	○○○○○	_____	○○○○○
Physical     	_____	○○○○○	_____	○○○○○
_____	_____	○○○○○	_____	○○○○○
_____	_____	○○○○○	_____	○○○○○
Social     	_____	○○○○○	_____	○○○○○
_____	_____	○○○○○	_____	○○○○○
_____	_____	○○○○○	_____	○○○○○

Damage

-1	-2	-3

EACH TIME THE FINAL BOX OF A LEVEL IS FILLED IN IT REDUCES YOUR RESISTANCE BY A SET AMOUNT LISTED ABOVE.

PATHS

CEREMONIAL

Enchantment	○	○	○	○	○
Linking	○	○	○	○	○
Ritual	○	○	○	○	○

CREATION

Simulacrum	○	○	○	○	○
Illusion	○	○	○	○	○
Healing	○	○	○	○	○

CRYPT

Cryptids	○	○	○	○	○
Myst	○	○	○	○	○
Spirits	○	○	○	○	○

FOLK

Cleansing	○	○	○	○	○
Preparations	○	○	○	○	○
Warding	○	○	○	○	○

HEX

Curse	○	○	○	○	○
Death	○	○	○	○	○
Protection	○	○	○	○	○

STRESS

○	○	○	◇	◇	◇	◇	◇	◇	◇
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STRESS IS SPLIT INTO THREE SECTIONS. EACH SECTION ADDS A PERMANENT +1 ID TO ALL TASKS.

Always Prepared

Once per Witching Hour, for 3 Stress, you produce an enchanted item that your practitioner had prepared ahead of the Scene. After the Scene has ended the enchanted item loses its functionality. Does not require a roll.

Coven

Once per Witching Hour, for 3 Stress, can Link with other practitioners up to your Ceremonial Die without requiring a roll.

Master Ritualist

Once per Witching Hour, for 3 Stress, you may cast a ritual in a moment as well as forgoing any need for ritual components.

TRADITION

Name _____

Benefits _____

Traditions _____

EQUIPMENT

Town

Traveling

☐ *Pen & Paper*

☐ *Pen & Paper*

□ *Grimoire*

☐ Chalk

□□ Ritual Components

□□ Preparation Materials

□□ Preparation Materials

□ Ritual Components

☐ Flashlight

☐ First Aid Kit☐ Food (single meal)

☐ ☐ Fuel (single use)

☐ Sleeping Bag☐ Sleeping Bag☐ Tent

□ *Spade*

☐ *Hiking Pole/ Stick*

□ Batteries

□□ *Rope*

☐☐☐ Food (Daily) Fuel (Daily)

NOTES

PORTRAIT

[illegible]