



Name _____

Pronouns _____

Age _____

CONDUIT






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



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

Not So Imaginary friend

Once per Witching Hour, for 3 Stress, you can call upon a spirit you'd previously summoned that day to aid you for a Scene. Does not require a roll.

Spirits in the Myst

Once per Witching Hour, for 3 Stress, you can enshrine yourself in a protective circle of spirits residing in a Myst. They will not harm you and allow for free movement through the Myst. Does not require a roll.

Spirit Miasma

Once per Witching Hour, for 3 Stress, you can direct minor spirits in the area to swirl around a Cryptid, distracting them from noticing you. Does not require a roll.

TRADITION

Name _____

Benefits _____

Traditions _____

EQUIPMENT

Town

Traveling

- ☐ Focus
- ☐ Herbs
- ☐ Chalk
- ☐ ☐ Incense

- ☐ Sleeping Bag
- ☐ Tent
- ☐ Spade
- ☐ Hiking Pole/ Stick
- ☐ Batteries
- ☐☐ Rope
- ☐☐☐ Food (Daily)
- ☐☐☐ Fuel (Daily)

- ☐ ☐ Preparation Materials
- ☐ Ritual Components
- ☐ *Flashlight*
- ☐ First Aid Kit
- ☐ Food (single meal)
- ☐ ☐ Fuel (single use)

NOTES

PORTRAIT

[illegible]