



Name _____

Pronouns _____

Age _____

CRYPT HUNTER
















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.

Not In My House

Once per Witching Hour, for 3 Stress, you can exude a power that repels all spirits from a location whose Level Die equals your Folk Die. Does not require a roll.

Food Bomb

Once per Witching Hour, for 3 Stress, you can produce a food item that, upon impacting the ground creates a foul odor. It can either repel humans or perhaps attract Cryptids.

Mental Shield

Once per Witching Hour, for 3 Stress, you can weave a warding around yourself that protects yourself from all mental influence from all sources whose Level Die is equal to or lower than your Folk Die. This does not require a roll.

TRADITION

Name _____

Benefits _____

Traditions _____

EQUIPMENT

Town

Traveling

- ☐ Old Map
- ☐ Protection Charm
- ☐ Myst Dowser
- ☐ 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)

PORTRAIT

[illegible]

NOTES