



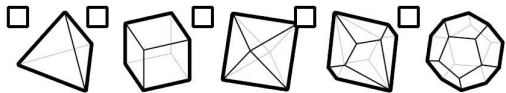
Name _____

Pronouns _____

Age _____

KEEPER
















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.

Heal Bot

Once per Witching Hour, for 3 Stress, you may create a small Simulacrum that will attempt to move about the area (up to a Zone of Near) and heal any injuries it can up to 2 minor wounds. This does not require a roll.

Mimic Veil

Once per Witching Hour, for 3 Stress, you may create a Simulacrum that is shrouded in Illusion magic in order to appear like any mundane object in the immediate area, such as a table or lamp. The Simulacrum can still move and fight as normal. This does not require a roll.

What's Dead May Never Die

Once per Witching Hour, for 3 Stress, should your Simulacrum be destroyed it will instantly arise, pulling itself back together, and continue its task. The stress does not have to be spent until the destruction of the Simulacrum. This does not require a roll.

TRADITION

Name _____

Benefits _____

Traditions _____

EQUIPMENT

Town

Traveling

- ☐ Grimoire
- ☐ Chalk
- ☐ Ritual Components
- ☐ Old Scroll

- ☐ 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]