



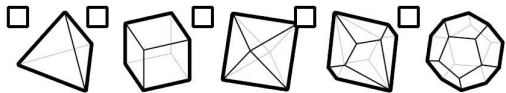
Name _____

Pronouns _____

Age _____

TRAINER






SPELL DIE








EXPERIENCE

--	--	--	--	--	--	--	--	--	--






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.

I Choose You

Once per Witching Hour, for 3 Stress, you can call on the aid of a Cryptid that you've befriended in the area. It will follow your requests so long as they are not required to inflict self harm or the situation be overly dangerous. This does not require a roll.

Call Of The Wild

Once per Witching Hour, for 3 Stress, you may call out to a Cryptid that resides in the Myst. This Cryptid will answer and willingly aid you in finding your way out of the Myst, though will not put itself in harm's way of any foul spirits. This does not require a roll.

It's Going To Be OK

Once per Witching Hour, for 3 Stress, you may calm a Cryptid whose nature resides in both the corporeal and spirit world. They will cease any aggressive action, though remain timid. This does not require a roll.

TRADITION

Name _____

Benefits _____

Traditions _____

EQUIPMENT

Town

Traveling

- ☐ Handcuffs
- ☐ Flashlight
- ☐ ☐ Trap
- ☐ Cryptid Charm

- ☐ 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]