

BACK

FRONT

LORE TREE

Lore	AP	Choice One	Choice Two
100		<input type="checkbox"/> +1 to Any Skill	<input type="checkbox"/> +2 Max Vita
200	+1	<input type="checkbox"/> Discard a Ritual to recover all Power Points.	<input type="checkbox"/> Discard a Ritual to force a foe to lose their next turn.
350	+1	<input type="checkbox"/> Lose 5 Lore to gain 1 Power Point, once per chapter.	<input type="checkbox"/> Re-roll a missed skill check when reciting a Ritual, once per round.
350 Lore: As a ghost, gain +5 Defense and +1 Max Ghost Points.			
500	+1	<input type="checkbox"/> NUMEROLOGIST: Add 1d4 to any die roll, once per chapter. <input type="checkbox"/> SEEKER: +1 Damage with melee weapons if your target has an adjacent ally.	<input type="checkbox"/> NUMEROLOGIST: Once per story, a Companion may block one attack without sacrificing their life. <input type="checkbox"/> SEEKER: +5 Might for each round you have consecutively attacked the same target, maximum +20.
650	+1	<input type="checkbox"/> +1 Max Power Point	<input type="checkbox"/> +1 to Any Skill
800	+1	<input type="checkbox"/> +5 Might	<input type="checkbox"/> +5 Defense
800 Lore: As a ghost, gain +5 Defense and +1 Max Ghost Points.			
950	+1	<input type="checkbox"/> Pass OCCULT 9 to cause an Occultist's attack to be re-directed to a foe of your choice, once per encounter.	<input type="checkbox"/> Pass OCCULT 9 to cause an Occultist to lose their next turn, once per encounter.
1100	+2	<input type="checkbox"/> +1 to Any Skill	<input type="checkbox"/> +2 Max Vita
1250		<input type="checkbox"/> +1 Max Power Point	<input type="checkbox"/> +1 Stride
1250 Lore: As a ghost, gain +5 Defense and +1 Max Ghost Points. You may also retrain abilities.			
1400	+1	<input type="checkbox"/> NUMEROLOGIST: Recover 1 Power Point when you Defend during a skirmish and one extra Power Point when resting. <input type="checkbox"/> SEEKER: The Light Aura heals 1 Vita per round and the Dark Aura deals 1 Damage to foes per round.	<input type="checkbox"/> NUMEROLOGIST: You may re-roll any one attack roll, once per combat. <input type="checkbox"/> SEEKER: The Light Aura acts as a light source and the Dark Aura causes REDUCTION 1 to foes.
1550	+1	<input type="checkbox"/> ABSORPTION 1 from Occultist attacks.	<input type="checkbox"/> When a SPIRIT creature is slain, gain the ETHEREAL status until the end of the chapter.
1700	+2	<input type="checkbox"/> NUMEROLOGIST: You may change the result of any one die roll to the number of your choice, once per story. <input type="checkbox"/> SEEKER: Her auras increase from AURA 1 to AURA 2 .	<input type="checkbox"/> Add +1 to your DMG Bonus.

♦ ♦ ♦ ♦

ARCANIST

The Arcanist seeks hidden knowledge and mastery of the secrets of the universe. She is a student of the ancient systems of numerology and chakric mysticism. As a collector of lost knowledge, she has found an old parchment torn from the pages of a much larger book known as the Necronomicon. The Arcanist seeks to find the remainder of this obscure text and explore the other dimensions of which it speaks.



CHOOSE A CHARACTER FOCUS

NUMEROLOGIST

You have studied and learned the lore of numbers and their mystical meanings.

- » Once per chapter, the Numerologist can spend a Power Point to re-roll any of her own die rolls.
- » Once per story, she may roll two dice instead of one for any roll she wishes in the game and take her choice of the higher or lower of the two values.

SEEKER

The Seeker has two auras and can use them as long as she has at least one unspent Power Point. These auras are represented by a double-sided token with a light and dark side.

Once per combat (both encounters and skirmishes), the Seeker may activate one of her auras. Each is **AURA 1** and lasts for 4 rounds.

- » The Light aura is a circle of protection giving her **ABSORPTION 1** and allies in the aura +5 Defense. This does not stack with other absorption bonuses.
- » The Dark aura causes 1 Damage to all foes that move into the aura on their turn.

INSIDE LEFT

STARTING ABILITIES

♦ Runic Dice ♦
Mythos
ARCANIST

You sense the future and your destiny. Use when you draw an Item card. Draw two and then choose one to keep and one to discard.

ONCE per ROUND **1**

ACTIVE AB#FC01

♦ Seek the Chakra ♦
Forbidden
ARCANIST

Deal an additional +2 Damage on a successful melee hit.

ONCE per ROUND **1**

ACTIVE AB#FC02

STARTING EQUIPMENT

♦ Stiletto ♦

FLANK 1, +4 Might.

1 HAND **10** COINS

WEAPON IT#FC94

♦ RITUAL ♦



INSIDE RIGHT

LOCATION EXTRAS

ALCHEMIST

35 coin **Heirophant Amulet (Item):** Discard any consumable Item to recover 2 Vita and allow an ally to recover 1 Vita [Chest or Neck / Enhancement].

45 coin **Robes of the Enchanter (Item):** Reflect a ranged attack back at the foe once per story [Chest or Neck / Enhancement].

APOTHECARY

50 coin **Harpy Feather (Item):** You cannot be moved against your will [Enhancement].

GYPSY ENCAMPMENT

75 coin **Changing your Fate:** Purchase one Tarot card of your choice and remove it from the game (one time only).

50 coin **Rabbit's Foot (Item): EXHAUST** for the story to gain the **LUCKY** status for one map [Enhancement].

60 coin **Bone Dice (Item):** Ancient dice made from the remains of an unfortunate corpse. **EXHAUST** to gain +1 to a die roll [Enchantment].

INN

60 coin **Gather Secrets:** Learn the hidden secrets about your enemies. Gain +1 Damage against Afflictions for this story.

MARKET

60 coin **Reinforced Bodice (Item):** +4 Defense, +2 to the number of Items you can carry [Chest / Enhancement].

50 coin **Scarlet Cloak (Item):** +1 **TRICKERY** [Chest or Neck / Enhancement].

STABLES

35 coin **Familiar (Companion):** A cat Companion, which gives you +1 Power Point and +1 **AWARENESS**.

STANDING STONES

50 coin **One with the Universe:** Commune with the universe and remove all your negative statuses.

TINKER

50 coins **Dowsing Rod (Item):** Find water to drink in any Off-Road space, recovering 1 Vita [Enhancement].

50 coin **Throwing Knives (Item):** 1d4+1, **RANGE 3**, Ammo 3 [1 Hand / Ranged Weaponry].

BACK

FRONT

LORE TREE

Lore	AP	Choice One	Choice Two
100		<input type="checkbox"/> +1 to Any Skill	<input type="checkbox"/> +2 Max Vita
200	+1	<input type="checkbox"/> Discard any consumable Item to recover 2 Vita.	<input type="checkbox"/> When you Barter at the Market in town, you may draw two Items instead of one.
350	+1	<input type="checkbox"/> +5 Might	<input type="checkbox"/> +5 Defense
350 Lore: As a ghost, gain +5 Defense and +1 Max Ghost Points.			
500	+1	<input type="checkbox"/> SCHOLAR: You may attempt to make any check an ally just failed, once per story. <input type="checkbox"/> EXPLORER: If you drop below 1 Vita, pass ARCHEOLOGY 10 to stay alive with 1 Vita, once per story.	<input type="checkbox"/> SCHOLAR: Receive a +2 on any one SPEECH check, once per story. <input type="checkbox"/> EXPLORER: You may avoid taking damage from a Snare, once per story.
650	+1	<input type="checkbox"/> +1 Max Power Point	<input type="checkbox"/> +1 to Any Skill
800	+1	<input type="checkbox"/> Gain +4 Lore every round you hit an Affliction.	<input type="checkbox"/> Make one Mortal foe SPOOKED 5 , once per combat.
800 Lore: As a ghost, gain +5 Defense and +1 Max Ghost Points.			
950	+1	<input type="checkbox"/> Add +1 to your DMG Bonus.	<input type="checkbox"/> +5 Defense and +5 Might
1100	+2	<input type="checkbox"/> +1 Damage with Whip-type weapons.	<input type="checkbox"/> +1 Damage with THROWN weapons.
1250		<input type="checkbox"/> When you search with a result of 10+, gain one additional Item.	<input type="checkbox"/> Re-roll a failed search check, once per Adventure Map.
1250 Lore: As a ghost, gain +5 Defense and +1 Max Ghost Points. You may also retrain your Abilities.			
1400	+1	<input type="checkbox"/> +1 Stride	<input type="checkbox"/> UN-EXHAUST a Whip-type weapon once per combat.
1550	+1	<input type="checkbox"/> SCHOLAR: Gain 2 Skill points or 2 Ability points. <input type="checkbox"/> EXPLORER: When brought back from Limbo by the gypsies, pass SPEECH 8 to avoid drawing a Tarot card.	<input type="checkbox"/> SCHOLAR: Increase your Defense bonus from the Scholar focus to +10. <input type="checkbox"/> EXPLORER: Increase your base Might bonus against Mortal foes to +10.
1700	+2	<input type="checkbox"/> +2 Max Power Points	<input type="checkbox"/> Add +1 to your DMG Bonus.

♦ ♦ ♦ ♦

ARCHEOLOGIST

The Archeologist is an explorer and scholar focused on the ancient and the unexplained. He has become convinced that our history has been shaped by beings and forces beyond nature and science. He has traveled far and wide in his quest for knowledge and now explores the depths of the supernatural to gain his answers.



CHOOSE A CHARACTER FOCUS

EXPLORER

Your insight has been drawn from your extensive travels and interaction with cultures of every kind. You prefer the “rough and tumble” lifestyle learned from tribal peoples and you have an uncanny knack for staying alive.

- » When you successfully pass an **ARCHEOLOGY** check, you recover 2 Vita.
- » Also, due to your extensive knowledge of anthropology, you receive a +5 Might bonus against Mortal foes.

SCHOLAR

You have obtained your knowledge “academically” from the study of manuscripts, tomes, scrolls, and written histories. Your knowledge of artifacts and relics is unsurpassed, and your wit is peerless. You are driven by your search for knowledge of the obscure and the arcane.

- » I know you! Pass **ARCHEOLOGY 10** at the beginning of any combat to gain +5 Defense due to the research you have performed on your enemies.
- » Once per story, you may re-roll one skill check.

♦

INSIDE LEFT

STARTING ABILITIES

♦ Crack the Whip ♦
Explore
ARCHEOLOGIST

Deal an additional 1d4 Damage on a hit with a whip-type weapon.

ONCE PER ROUND **1**

ACTIVE AB#FC03

♦ Iconographer ♦
Explore * Cook
ARCHEOLOGIST

When you use a consumable, instead of discarding it, pass **ARCHEOLOGY 6** to keep the Item or token by placing it on this card. It can be used once more before it is discarded. Only one Item at a time can be placed on this card.

2

PASSIVE AB#FC04

STARTING EQUIPMENT



♦ Whip ♦

RANGE 2. EXHAUST to make target IMMOBILIZED after a successfully attack.

1 HAND **10** COINS

WEAPON IT#FC96



INSIDE RIGHT

LOCATION EXTRAS

ALCHEMIST

60 coin **Book of Lost Symbols (Item):** EXHAUST to add +2 to any skill check once per story [Enhancement].

APOTHECARY

40 coin **Hyperion Salve (Item):** Recover 2d4 Vita or cure the SICKENED status [Consumable].

CHAPEL

free **Archive Artifact:** Exchange any Artifact for 4d10 coins.

CHURCH OF THE CROSSROADS

75 coin **Research:** Once per story, research rare books from the library. Gain 1d4x10 Lore.

GYPSY ENCAMPMENT

75 coin **Ankh Key (Item):** Once per story, automatically succeed at any search roll, or a skill check roll that unlock a door [Enhancement].

STABLES

100 coin **Falcon (Companion):** The Falcon Companion may make a ranged attack from your space each round for 1d4 Damage. +1 AWARENESS.

MARKET

60 coin **Hardened Leather Coat (Item):** +5 Defense and increase the number of Items you can carry by 2 [Chest / Protective].

40 coin **Wide Leather Belt (Item):** +4 Might [Waist / Enhancement].

70 coin **Explorer's Map (Item):** When drawing an Off-Road event, you may choose to draw another BEFORE FLIPPING, discarding the first [Enhancement].

TINKER

50 coin **Armguard Bracers (Item):** +3 Defense. EXHAUST to re-roll a missed attack [Arms / Protective].

65 coin **Barbed Whip (Item):** 1d6, RANGE 2. EXHAUST to re-roll a missed attack [1 Hand / Melee Weaponry].

100 coin **Steel Chain Whip (Item):** 1d6+1, RANGE 2. EXHAUST to attack again with this weapon [2 Hands / Melee Weaponry].

50 coin **Steel Toed Boots (Item):** EXHAUST to make an additional attack against your current target. 1d4+1 Damage [Feet / Enhancement].

BACK

LORE TREE

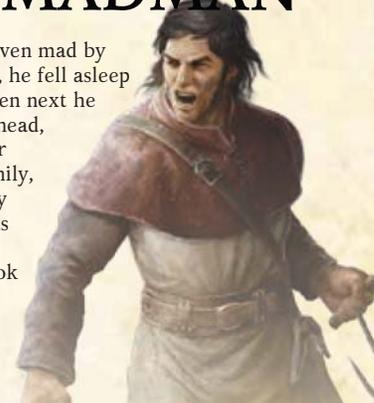
Lore	AP	Choice One	Choice Two
100		<input type="checkbox"/> +1 to Any Skill	<input type="checkbox"/> +2 Max Vita
200	+1	<input type="checkbox"/> You may re-roll a failed NERVE check, once per chapter.	<input type="checkbox"/> Give your allies +1 to their check in removing the SPOOKED status.
350	+1	<input type="checkbox"/> +1 NERVE	<input type="checkbox"/> ABSORPTION 1 against Vampires.
350 Lore: As a ghost, gain +5 Defense and +1 Max Ghost Points.			
500	+1	<input type="checkbox"/> AVENGER : +1 Companion slot. <input type="checkbox"/> SAVAGE : Receive +5 Defense against your Rage target.	<input type="checkbox"/> AVENGER : Militia Companions now cost you 20 coins. <input type="checkbox"/> SAVAGE : Gain 1 extra Rage target.
650	+1	<input type="checkbox"/> +1 Stride in combat	<input type="checkbox"/> +1 Max Power Point
800	+1	<input type="checkbox"/> +1 to Any Skill	<input type="checkbox"/> +5 Defense
800 Lore: As a ghost, gain +5 Defense and +1 Max Ghost Points.			
950	+1	<input type="checkbox"/> You reduce the skirmish counter by 2 when you successfully attack.	<input type="checkbox"/> Add +1 to your DMG Bonus.
1100	+2	<input type="checkbox"/> AVENGER : Gives allies the +1 damage bonus to ranged attacks. <input type="checkbox"/> SAVAGE : Receive +5 Might against your Rage target.	<input type="checkbox"/> AVENGER : The damage you inflict on your starting target increases to +3 Damage. <input type="checkbox"/> SAVAGE : Gain the Mortal creature type as a Rage target.
1250		<input type="checkbox"/> +4 Max Vita	<input type="checkbox"/> +1 to your rolls to resist negative statuses.
1250 Lore: As a ghost, gain +5 Defense and +1 Max Ghost Points. You may also retrain your Abilities.			
1400	+1	<input type="checkbox"/> +1 Damage with melee weapons.	<input type="checkbox"/> You are now allowed to use ranged weapons.
1550	+1	<input type="checkbox"/> +5 Might	<input type="checkbox"/> +5 Defense
1700	+2	<input type="checkbox"/> Gain +10 Might, +1 Damage and -10 Defense, for one combat per story.	<input type="checkbox"/> Choose 1 target in a combat and gain +1 Attack against them, once per story.

♦ ♦ ♦ ♦

FRONT

AVENGING MADMAN

The Avenging Madman has a soul driven mad by loss. At the end of a hard day's labor, he fell asleep in the barn amongst bails of hay. When next he awoke, the sun shining brightly overhead, the sight he greeted him will forever torment his memories. His entire family, massacred night by something clearly inhuman. But the body of his wife was not among the victims. Driven to the brink of insanity, he took his bail hook and followed the tracks to this land which is afflicted by things pulled straight from his nightmares. Rage is his purpose and revenge his weapon.



CHOOSE A CHARACTER FOCUS

AVENGER

Your newfound purpose is to avenge those that have perished at the hands of evil. Once per story, choose an option. You may not change it until the next story:

- » The Avenger gives all other characters fighting the same foe as he is a +1 Damage to melee attacks.

OR

- » At the start of an encounter, place a Tracking token on a target. As long as you do not change targets, you inflict +1 Damage against it.

SAVAGE

Your rage becomes your most reliable weapon. Once per chapter, roll for a creature type to focus your hatred upon.

- » When hit by a creature of this type, they lose 1 Vita.
- » You may add half the value of your current Power Points to your Might, rounded down.



INSIDE LEFT

STARTING ABILITIES

♦ Environmental Slaughter ♦
 Revenge
AVENGING MADMAN

When an adjacent corporeal foe dies, tear a limb from its body and slam it into an enemy up to 2 spaces away, dealing 1d6 Damage.

 ONCE per ROUND **1**
 ACTIVE AB#FC05

♦ Keep it Coming ♦
 Fierce
AVENGING MADMAN

Ignore 1d4 Damage from an attack. Usable during a skirmish.

 ONCE per ROUND **1**
 ACTIVE AB#FC06

STARTING EQUIPMENT

♦ Bale Hook ♦

+5 Might.

 **1** HAND  **10** COINS
 WEAPON IT#FC76



INSIDE RIGHT

LOCATION EXTRAS

INN

n/a **Drunk and Disorderly:** Due to your sometimes uncontrollable outbursts of rage, you must roll a d10 whenever you visit an Inn. On a roll of 1 or 2, you have one too many beverages and start a bar fight. The group must skirmish with a Angry Mob and you cannot Defend during the combat.

n/a **Fortitude:** When you Drink at the Inn, you do not suffer the -5 Might penalty.

MARKET

free **Artifact Exchange:** Exchange any Artifact for 3d10 coins.

60 coin **Satchel (Item):** +4 to the number of Items you can carry [Enhancement].

30 coin **Weightlifting Belt (Item):** +2 Might [Waist / Enhancement].

PHYSICIAN

30 coin **Cure Madness:** The physician gives you a drought containing medicinal herbs that calm your spirit. You are able to use ranged weapons for the current chapter.

varies **Fast Recovery:** You recover 2 Vita per coin when receiving Stitches due to your thick skin.

TINKER

50 coin **Armguard Bracers (Item):** +3 Defense. **EXHAUST** to re-roll a missed attack [Arms / Protective].

50 coin **Brass Knuckles (Item):** When you main weapon misses during an attack, you still inflict 1 Damage to the target [1 Hand / Enhancement].

45 coin **High Boots (Item):** Ignore movement penalties [Feet / Enhancement].

100 coin **Kukri Knife (Item):** 1d6+1, +5 Might, **COLD STEEL, EXECUTE** [1 Hand / Melee Weaponry].

BACK

FRONT

LORE TREE

Lore	AP	Choice One	Choice Two
100		<input type="checkbox"/> +1 to Any Skill	<input type="checkbox"/> +2 Max Vita
200	+1	<input type="checkbox"/> Sacrifice a Holy Water at any time to reduce a skirmish counter by 1.	<input type="checkbox"/> +5 Defense
350	+1	<input type="checkbox"/> Re-roll a failed FAITH check, once per story.	<input type="checkbox"/> Become BLESSED when you land a killing blow against an Affliction. If during last chapter of story, status is not lost when story ends.
350 Lore: As a ghost, gain +5 Defense and +1 Max Ghost Points.			
500	+1	<input type="checkbox"/> BANISHER: Pass FAITH 9 to make the one Spirit, Demonic, or Undead foe lose a turn, once per combat during your turn. <input type="checkbox"/> SANCTIFIER: Pass FAITH 9 to create a Holy Water while adjacent to a water feature on a map (well, lake, fountain, etc.) while Adventuring, once per chapter.	<input type="checkbox"/> BANISHER: Pass FAITH 10 to cause 1d4 damage to all adjacent Demonic, Undead and Spirit foes, once per combat during your turn. <input type="checkbox"/> SANCTIFIER: Discard a Holy Water to recover 2d4 Vita, once per chapter.
650	+1	<input type="checkbox"/> +1 Max Power Point	<input type="checkbox"/> +1 to Any Skill
800	+1	<input type="checkbox"/> Regain 1d4 Vita when you visit a chapel in town, once per chapter.	<input type="checkbox"/> +1 Damage with FILLABLE weapons.
800 Lore: As a ghost, gain +5 Defense and +1 Max Ghost Points.			
950	+1	<input type="checkbox"/> Spend 2 Power Points to remove Darkness from a map, once per story.	<input type="checkbox"/> Once per chapter, pass FAITH 10 to gain a Prayer when visiting a town Chapel.
1100	+2	<input type="checkbox"/> +1 Max Power Point	<input type="checkbox"/> Add +1 to your DMG Bonus.
1250		<input type="checkbox"/> +5 Might	<input type="checkbox"/> +5 Defense
1250 Lore: As a ghost, gain +5 Defense and +1 Max Ghost Points. You may also retrain your Abilities.			
1400	+1	<input type="checkbox"/> ABSORPTION 1 vs. Demonic, Spirits and Undead Foes.	<input type="checkbox"/> ABSORPTION 2 vs. Snare and PUSH damage.
1550	+1	<input type="checkbox"/> +1 to Any Skill	<input type="checkbox"/> Pass FAITH 11 at the beginning of each story to receive a Prayer.
1700	+2	<input type="checkbox"/> BANISHER: Once per combat, spend 1 Power Point to mark one non-Mortal creature with the Rite of Banishment. They lose 1 Vita per round. <input type="checkbox"/> SANCTIFIER: Gain an additional Companion slot.	<input type="checkbox"/> BANISHER: Gain immunity to POSSESSION and LYCANTHROPIC statuses. <input type="checkbox"/> SANCTIFIER: Pass FAITH 12 to bring an ally back from Limbo into ghost form with 5 Ghost Points. One attempt at time of death.

♦ ♦ ♦ ♦

EXORCIST

The Exorcist is a priest of sound mind and body, whose training and purpose are to seek out those evil forces and beings that wreak havoc on our world. He is a true spiritual warrior, armed and ready to go head-to-head against those things that have crept up from the cracks of hell to torment mankind.



CHOOSE A CHARACTER FOCUS

SANCTIFIER

Your mission is to cleanse the world of evil and bring it back towards the light. As a sanctifier, you use your gifts to seek out that which has become tainted and transform it back into its proper form.

- » You may not sacrifice Companions in order to avoid an attack or taking damage. Instead, you receive +2 Max Vita for every Companion you have.
- » You may choose to consume holy water to heal 1d6 Vita to you or your allies, divided as you choose.

BANISHER

Your keen senses for sniffing out the diabolic has empowered you to eliminate these wicked influences and send them back from whence they came. You are driven to find and vanquish those that are not welcome among mortals, banishing them to oblivion.

- » Cause +1 Damage to attacks against the following creature types:



- » Receive +2 Damage to Terrifying versions of these creatures.

♦

INSIDE LEFT

STARTING ABILITIES

◊ **Blessing of the Cross** ◊
 Holy
EXORCIST

Inflict 1d6 Damage to any one Demonic, Spirit or Undead creature.

ONCE per ROUND
 1
 ACTIVE AB#FC07

◊ **Purification** ◊
 Cook * Holy
EXORCIST

Restore 4 Vita to yourself or an adjacent ally. Usable during a skirmish.

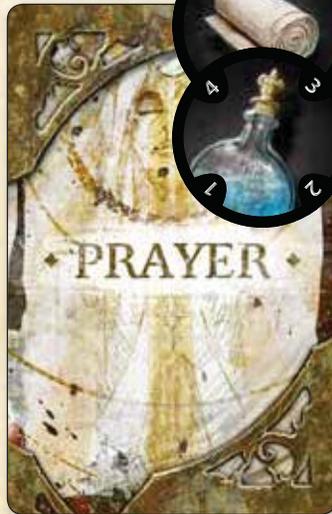
USES
 1
 ACTIVE AB#FC08

STARTING EQUIPMENT



◊ **Aspergillum** ◊
 FILLABLE. +5 Might. Ignores ETHEREAL absorption.
 HOLY keyword required.

1 HAND
 10 COINS
 WEAPON IT#FC75



PRAYER

INSIDE RIGHT

LOCATION EXTRAS

APOTHECARY

20 coin **Oil of Exorcism (Item):** FILL for +4 Damage, **THROWN** for 2d4 Damage, **RANGE 3** [Consumable].

CHAPEL

20 coin **Empower:** Upgrade a Holy Water token to a Liquid Frankincense token.

45 coin **Stole (Item):** +1 **FAITH** [Neck / Enhancement].

50 coin **Prayer Beads (Item):** Add +1 Vita to all healing powers. Does not affect Items [Enhancement].

CHURCH OF THE CROSSROADS

100 coin **Fenestrated Morningstar (Item):** 1D6+1, **FILLABLE, SACRED.** Ignores **ETHEREAL** absorption. Attack roll > 90, a different adjacent creature is struck for 1d4 Damage [1 Hand / Melee Weaponry].

50 coin **Censer (Item):** **EXHAUST** to force a creature to re-roll their attack dice [1 Hand / Enhancement].

50 coin **Mitre (Item):** +1 Power Point [Enhancement].

MARKET

25 coin **Woolen Robes (Item):** +2 Defense [Chest or Neck / Protective].

60 coin **Satchel (Item):** +4 to the number of Items you can carry [Enhancement].

45 coin **Rope Belt (Item):** +1 **NERVE** [Waist / Enhancement].

PHYSICIAN

n/a **Blessed Hands:** Pass **FAITH 8** when visiting the physician to bless his hands. He now provides Stitches with +1 Vita for this visit.

n/a **Revive:** Pass **FAITH 10** to assist the physician reviving a ghost character to life for free. Once per visit.

TINKER

50 coin **Breastplate (Item):** **ABSORPTION 1** [Chest / Protective].

65 coin **Silver Dagger (Item):** 1d4+2, **SILVER, THROWN RANGE 3** [1 Hand / Melee Weaponry].

25 coin **Skull Cap (Item):** +3 Defense [Head / Protective].

BACK

FRONT

LORE TREE

Lore	AP	Choice One	Choice Two
100		<input type="checkbox"/> +1 to Any Skill	<input type="checkbox"/> +2 Max Vita
200	+1	<input type="checkbox"/> Prevent one ranged foe from moving during their turn, once per combat.	<input type="checkbox"/> Prevent one ranged foe from targeting you, once per combat.
350	+1	<input type="checkbox"/> +5 Might	<input type="checkbox"/> +5 Defense
350 Lore: As a ghost, gain +5 Defense and +1 Max Ghost Points.			
500	+1	<input type="checkbox"/> CHANNELER: If you are the Leader traveling Off-Road, draw two Off-Road cards and choose which to encounter, discarding the other. <input type="checkbox"/> TELEKINETIC: Adds the THROWN keyword to any melee weapon she uses.	<input type="checkbox"/> CHANNELER: +1 Damage vs. Spirits, and add +1 to any Skill challenge involving Spirits. <input type="checkbox"/> TELEKINETIC: Spend 3 Power Points to avoid any Stride penalties and gain ABSORPTION 1 against Snares on the current Adventure Map.
650	+1	<input type="checkbox"/> +1 Max Power Point	<input type="checkbox"/> +1 AWARENESS
800	+1	<input type="checkbox"/> Add +1d4 to any die roll, once per story.	<input type="checkbox"/> Move a Search token within sight on the map to a space adjacent to you, once per chapter.
800 Lore: As a ghost, gain +5 Defense and +1 Max Ghost Points.			
950	+1	<input type="checkbox"/> CHANNELER: Summon a Poltergeist instead of a Restless Spirit. <input type="checkbox"/> TELEKINETIC: When you are ETHEREAL , a swarm of debris circles you, causing 1 Damage within AURA 1 .	<input type="checkbox"/> CHANNELER: Once per chapter, you may choose to not draw a Road Event while you are the Leader on the World Map. <input type="checkbox"/> TELEKINETIC: Trade with one ally in sight.
1100	+2	<input type="checkbox"/> +1 Max Power Point	<input type="checkbox"/> +5 Defense
1250		<input type="checkbox"/> +1 to search rolls	<input type="checkbox"/> Ignore Snare damage from a failed Search, once per chapter.
1400	+1	<input type="checkbox"/> Add +1 to your DMG Bonus.	<input type="checkbox"/> +5 Might
1250 Lore: As a ghost, gain +5 Defense and +1 Max Ghost Points. You may also retrain your Abilities.			
1550	+1	<input type="checkbox"/> CHANNELER: During a "Choose Your Path" moment, you may read the outcome of the first Story Moments referenced before making a choice, once per story. <input type="checkbox"/> TELEKINETIC: Add +1 space to the Psychokinesis ability.	<input type="checkbox"/> CHANNELER: The cost to summon a Restless Spirit or Poltergeist is reduced to 3 Power Points. <input type="checkbox"/> TELEKINETIC: As long as you have at least 1 Power Point, you may choose one target to mentally attack for 2 Damage per round, once per combat.
1700	+2	<input type="checkbox"/> +1 Max Power Point	<input type="checkbox"/> Add +1 to your DMG Bonus.

♦ ♦ ♦ ♦

TELEPATH

A talented mentalist who can access unique and powerful psychic abilities. She has long hidden her talents from family and friends, fearing that she would be outcast as a freak. But after seeing visions in her mind's eye, that of evil spreading across the land, she realized that her gifts could help in staunching the flow of corruption.



CHOOSE A CHARACTER FOCUS

CHANNELER

Your connection to the spirit world has been strong since birth, and you often converse with the ghosts of those who have passed on.

- » When an ally becomes a ghost, they gain +2 Ghost Points as long as you have at least 1 Power Point when they die.
- » Once per story, you may spend 5 Power Points to summon a Restless Spirit to fight on your side for one combat. You must have an open Companion slot to do this.

TELEKINETIC

You are strong in the manipulation of matter and moving objects with your thoughts.

- » You are fond of your ability to throw another being with the force of your mind. Use one less Power Point when using the Psychokinesis ability.
- » Receive +1 **RANGE** with **THROWN** weapons.

♦

INSIDE LEFT

STARTING ABILITIES

♦ Psychic Implosion ♦

Psychic
TELEPATH

Crush the brain matter of a foe! Inflict 1d4 Damage and force them to lose a turn on a d6:6+.

Ignores **ABSORPTION**.
In a skirmish, drop a skirmish counter by 1.

 ONCE per ROUND **1**

ACTIVE AB#FC09

♦ Psychokinesis ♦

Psychic
TELEPATH

PUSH 2 a target in any direction, causing 1d4 Damage. Anyone impacted by them loses 1d4 Vita. You may spend 3 Power Points to **PUSH 4**.

 ONCE per ROUND **2**

ACTIVE AB#FC10

STARTING EQUIPMENT



3
2
1

♦ Quartz Lantern ♦

Acts as a light source.
PSYCHIC keyword required.

 **1** HAND **10** COINS

WEAPON IT#FC90



INSIDE RIGHT

LOCATION EXTRAS

APOTHECARY

50 coin **Quartz Geodes (Item):** Donate up to 3 Power Points to store in the Geodes. You may use these points as Ghost Points when you next enter ghost form [Enhancement].

80 coin **Crystalline Lens (Item):** Add +1 Damage and +2 Ammo to your Quartz Lantern [Enhancement].

GYPSY ENCAMPMENT

Spiritual Communion: Once per visit, pass **AWARENESS 7** to assist the gypsies commune with the spirit world. If successful, roll a d6:

- 1: Attracting a foul spirit, you must skirmish with a Restless Spirit alone with the counter on 2.
- 2: The strain is too great. Lose 1 Power Point.
- 3: You are unable to connect with the spirit plane.
- 4: Your connection is strong. Gain 1 Power Point.
- 5: Gain +5 Defense for the current chapter from the premonition you receive. Does not stack.
- 6: You walk the paths of the otherworld. Become **ETHEREAL** for the current chapter.

50 coin **Pendulum (Item): EXHAUST** to re-roll a failed search check [1 Hand / Enhancement].

50 coin **Sapphire Amulet (Item): AURA 1. ETHEREAL** foes lose 1 Vita [Neck / Enhancement].

MARKET

30 coin **Velvet Bodice (Item):** +4 Defense [Chest / Protective].

50 coin **Jeweled Tiara (Item):** +2 Max Vita. Pass **NERVE 5** at the end of a combat to remove the **DERANGED** status from yourself [Head / Enhancement].

40 coin **Knitted Shawl (Item):** +4 Defense [Back or Neck / Enhancement].

PHYSICIAN

35 coin **Book of Healing (Item):** Help one ally recover +1 Vita when resting [Enhancement].

TINKER

100 coin **Bola (Item):** 1d6+1 Damage, **FOCUS 5**. May be **THROWN** for 1d4+1, **PENETRATE 2, RANGE 3** [1 Hand / Melee Weaponry].

BACK

LORE TREE

Lore	AP	Choice One	Choice Two
100		<input type="checkbox"/> +1 to Any Skill	<input type="checkbox"/> +2 Max Vita
200	+1	<input type="checkbox"/> +1 Damage to Occultist's.	<input type="checkbox"/> ABSORPTION 1 vs. Occultist's.
350	+1	<input type="checkbox"/> +1 Ammo with ranged weapons.	<input type="checkbox"/> +1 Damage with THROWN weapons.
350 Lore: As a ghost, gain +5 Defense and +1 Max Ghost Points.			
500	+1	<input type="checkbox"/> BOUNTY HUNTER: Gain 2 bounties at a time. <input type="checkbox"/> INQUISITOR: Add +1 to your Inquisition rolls.	<input type="checkbox"/> BOUNTY HUNTER: Increase your bounty reward to 2d6 Coins. <input type="checkbox"/> INQUISITOR: Add +2 to a Inquisition roll, once per chapter.
650	+1	<input type="checkbox"/> +1 Max Power Point	<input type="checkbox"/> +1 Stride
800	+1	<input type="checkbox"/> Place a Tracking token on any one foe per combat. All ranged attacks verse this target receive +5 Might.	<input type="checkbox"/> +5 Defense
800 Lore: As a ghost, gain +5 Defense and +1 Max Ghost Points.			
950	+1	<input type="checkbox"/> Add +1 to your DMG Bonus.	<input type="checkbox"/> Gain +2 to ranged damage.
1100	+2	<input type="checkbox"/> BOUNTY HUNTER: Also receive the coin award for your bounty if they were killed while adjacent to you. <input type="checkbox"/> INQUISITOR: Add +1 to your Inquisition rolls.	<input type="checkbox"/> BOUNTY HUNTER: Gain +5 Defense against your bounty. <input type="checkbox"/> INQUISITOR: If you roll a d6:6+ during an Inquisition, you gain an Item.
1250		<input type="checkbox"/> +5 Defense	<input type="checkbox"/> +5 Might
1250 Lore: As a ghost, gain +5 Defense and +1 Max Ghost Points. You may also retrain your Abilities.			
1400	+1	<input type="checkbox"/> Gain +1 Item slot of your choice.	<input type="checkbox"/> +1 to Any Skill
1550	+1	<input type="checkbox"/> +1 Max Power Point	<input type="checkbox"/> Receive two attacks with one ranged weapon the first round of combat. Cannot use the Tracker ability when doing this.
1700	+2	<input type="checkbox"/> BOUNTY HUNTER: +5 Might and +1 Damage with ranged weapons. <input type="checkbox"/> INQUISITOR: +5 Might and +1 Damage with Swords.	<input type="checkbox"/> BOUNTY HUNTER: Choose 1 target in combat and gain +1 Attack against them, once per story. <input type="checkbox"/> INQUISITOR: Spend 1 Power Point to negate Coven effects for non-Affliction Occultist's for one round.

♦ ♦ ♦

FRONT

WITCH HUNTER

The Witch Hunter is a fanatical bounty hunter who adheres to a strict code of honor and is sworn to purge the world of evil. He is a member of a sect of inquisitors that have hidden behind those in power for centuries, advising and influencing. He is an accomplished huntsman and tracker, using his skills as a weapons specialist and marksman to hunt the creatures of the night. The Witch Hunter is a decisive and trained interrogator. With his knowledge of the Malleus Maleficarum, he inflicts his own brand of justice.



CHOOSE A CHARACTER FOCUS

INQUISITOR

You are a master of interrogation and information gathering. You may Interrogate a Mortal creature instead of killing them. If your attack would kill the target, roll a d6 on the effectiveness or your interrogation:

1. Your efforts have killed your target. Lose 1 Lore for your brutality.
2. Your target refuses to talk. Nothing happens.
3. Your newfound knowledge allows you to regain 1 Power Point.
4. You convince them to reveal a useful resource. Draw 1 Item card.
5. You learn useful information that allows the group to flee their next skirmish, if you are the Leader.
6. Gain +5 Might against the next Affliction. Not stackable.

BOUNTY HUNTER

At the beginning of each story, roll a d6 to determine your target bounty. Each time you land a killing blow against that creature type, you gain 1d6 extra coins. You may re-roll your bounty every time you enter a new town.



INSIDE LEFT

STARTING ABILITIES

♦ In the Scope ♦
 Hunt * Military
WITCH HUNTER

Gain +5 Might with ranged weapons during the first round of combat. Usable during a skirmish.

1

PASSIVE AB#FC11

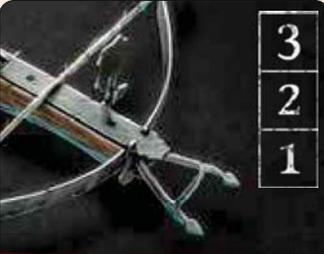
♦ Tracker ♦
 Hunt
WITCH HUNTER

You have superior skill at routing your enemies. Re-roll a missed ranged attack or recover one ammo. Usable during a skirmish.

ONCE per ROUND **1**

ACTIVE AB#FC12

STARTING EQUIPMENT



3
2
1

♦ Crossbow ♦

FOCUS 1.

+1 **2** HANDS **10** COINS

WEAPON IT#FC78



INSIDE RIGHT

LOCATION EXTRAS

CHAPEL

45 coin **Stole (Item):** +1 FAITH [Neck / Enhancement].

25 coin **Blessed Bolts (Item):** Adds 3 Ammo with +5 Might to ranged weapons that uses Ammo [Consumable].

CHURCH OF THE CROSSROADS

free **Faithful (Item):** Once per story, gain one Holy Water token for free.

GYPSY ENCAMPMENT

Suspicion: Your extreme distrust of gypsies is easily detected when you visit their camp. Each visit, roll a d6:

1: You cannot contain yourself and end up insulting the gypsy elder. Become **WANTED**.

2: The children, sensing your discomfort, attempt to lure you into a rage. They steal 10 Coins.

3-4: Nothing Happens.

5: Nervously checking your surroundings, you accidentally stumble and injure yourself for 1 Vita. You are given a Bandage token in sympathy.

6: Taking pity on you for your discomfort, a young fortune teller. Gain +2 Power Points.

INN

100 coin **Writ of Capture (Item):** Your information gathering has earned you valuable clues. Gain a permanent +1 Damage against Mortals. May only be purchased once. Counts as an [Enhancement].

MARKET

50 coin **Weathered Cloak (Item):** +1 ECOLOGY and +2 Defense [Back or neck / Protective].

TINKER

60 coin **Chain Link Helm (Item):** +4 Defense and +2 Vita [Head / Protective].

70 coin **Chain Vest (Item):** +5 Defense and **ABSORPTION 1** against ranged attacks [Chest / Protective].

120 coin **Great Sword (Item):** 1d6+1, **FLANK 1, FOCUS 10.** **EXHAUST** to make a second attack [2 Hands / Melee Weaponry].

100 coin **Silver Crossbow (Item):** 1d6+1, **TRUE, SILVER, FOCUS 10** and 4 Ammo. [2 Hands / Ranged Weaponry]

45 coin **High Boots (Item):** Ignore movement penalties [Feet / Enhancement].

60 coin **Steel Shield (Item):** +5 Defense. **EXHAUST** to ignore all damage and effects from one attack [1 Hand / Protective].