### 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.

- 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.

---

### LORE TREE

<table>
<thead>
<tr>
<th>Lore</th>
<th>AP</th>
<th>Choice One</th>
<th>Choice Two</th>
</tr>
</thead>
<tbody>
<tr>
<td>100</td>
<td>2</td>
<td>+1 to Any Skill</td>
<td>+2 Max Vita</td>
</tr>
<tr>
<td>200</td>
<td>1</td>
<td>Discard a Ritual to recover all Power Points.</td>
<td>Discard a Ritual to force a foe to lose their next turn.</td>
</tr>
<tr>
<td>350</td>
<td>1</td>
<td>Lose 5 Lore to gain 1 Power Point, once per chapter.</td>
<td>Re-roll a missed skill check when reciting a Ritual, once per round.</td>
</tr>
</tbody>
</table>

**350 Lore:** As a ghost, gain +5 Defense and +1 Max Ghost Points.

<table>
<thead>
<tr>
<th>Lore</th>
<th>Choice One</th>
<th>Choice Two</th>
</tr>
</thead>
<tbody>
<tr>
<td>500</td>
<td>NUMEROLOGIST: Add 1d4 to any die roll, once per chapter.</td>
<td>NUMEROLOGIST: Once per story, a Companion may block one attack without sacrificing their life.</td>
</tr>
<tr>
<td></td>
<td>SEEKER: +1 Damage with melee weapons if your target has an adjacent ally.</td>
<td>SEEKER: +5 Might for each round you have consecutively attacked the same target, maximum +20.</td>
</tr>
<tr>
<td>650</td>
<td>+1 Max Power Point</td>
<td>+1 to Any Skill</td>
</tr>
<tr>
<td>800</td>
<td>+5 Might</td>
<td>+5 Defense</td>
</tr>
</tbody>
</table>

**800 Lore:** As a ghost, gain +5 Defense and +1 Max Ghost Points.

<table>
<thead>
<tr>
<th>Lore</th>
<th>Choice One</th>
<th>Choice Two</th>
</tr>
</thead>
<tbody>
<tr>
<td>950</td>
<td>Pass OCCULT 9 to cause an Occultist’s attack to be re-directed to a foe of your choice, once per encounter.</td>
<td>Pass OCCULT 9 to cause an Occultist to lose their next turn, once per encounter.</td>
</tr>
<tr>
<td>1100</td>
<td>+1 to Any Skill</td>
<td>+2 Max Vita</td>
</tr>
<tr>
<td>1250</td>
<td>+1 Max Power Point</td>
<td>+1 Stride</td>
</tr>
</tbody>
</table>

**1250 Lore:** As a ghost, gain +5 Defense and +1 Max Ghost Points. You may also retain abilities.

<table>
<thead>
<tr>
<th>Lore</th>
<th>Choice One</th>
<th>Choice Two</th>
</tr>
</thead>
<tbody>
<tr>
<td>1400</td>
<td>NUMEROLOGIST: Recover 1 Power Point when you Defend during a skirmish and one extra Power Point when resting.</td>
<td>NUMEROLOGIST: You may re-roll any one attack roll, once per combat.</td>
</tr>
<tr>
<td></td>
<td>SEEKER: The Light Aura heals 1 Vita per round and the Dark Aura deals 1 Damage to foes per round.</td>
<td>SEEKER: The Light Aura acts as a light source and the Dark Aura causes REDUCTION 1 to foes.</td>
</tr>
<tr>
<td>1550</td>
<td>ABSORPTION 1 from Occultist attacks.</td>
<td>When a SPIRIT creature is slain, gain the ETHEREAL status until the end of the chapter.</td>
</tr>
<tr>
<td>1700</td>
<td>NUMEROLOGIST: You may change the result of any one die roll to the number of your choice, once per story.</td>
<td>Add +1 to your DMG Bonus.</td>
</tr>
<tr>
<td></td>
<td>SEEKER: Her auras increase from AURA 1 to AURA 2.</td>
<td></td>
</tr>
</tbody>
</table>

---

**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.

- 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.
### 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.

- **Seek the Chakra**
  *Forbidden Arcanist*

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

### LOCATION EXTRAS

- **ALCHEMIST**
  - **Heirophant Amulet (Item):**
    Discard any consumable Item to recover 2 Vita and allow an ally to recover 1 Vita [Chest or Neck / Enhancement].
  - **Robes of the Enchanter (Item):**
    Reflect a ranged attack back at the foe once per story [Chest or Neck / Enhancement].

- **APOTHECARY**
  - **Harp Feather (Item):**
    You cannot be moved against your will [Enhancement].

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

- **GYPSEY ENCAMPMENT**
  - **Changing your Fate:**
    Purchase one Tarot card of your choice and remove it from the game (one time only).
  - **Rabbit’s Foot (Item):**
    EXHAUST for the story to gain the LUCKY status for one map [Enhancement].

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

- **STANDING STONES**
  - **One with the Universe:**
    Commune with the universe and remove all your negative statuses.

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

- **MARKET**
  - **Reinforced Bodice (Item):**
    +4 Defense, +2 to the number of Items you can carry [Chest / Enhancement].
  - **Scarlet Cloak (Item):**
    +1 TRICKERY [Chest or Neck / Enhancement].

### STARTING EQUIPMENT

- **Stiletto**
  *Ritual*

  FLANK 1, +4 Might.

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

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

- **Harp Feather (Item):**
  You cannot be moved against your will [Enhancement].

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

- **Gather Secrets:**
  Learn the hidden secrets about your enemies. Gain +1 Damage against Afflictions for this story.
### Lore Tree

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

**350 Lore:** As a ghost, gain +5 Defense and +1 Max Ghost Points.

**800 Lore:** As a ghost, gain +5 Defense and +1 Max Ghost Points.

**1250 Lore:** As a ghost, gain +5 Defense and +1 Max Ghost Points. You may also retrain your Abilities.

### 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.
### STARTING ABILITIES

**• Crack the Whip •**
Explore ARCHEOLOGIST
Deal an additional 1d4 Damage on a hit with a whip-type weapon.

**• 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.

### 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 Vitae 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 unlocks 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.

### STARTING EQUIPMENT

**• Whip •**
RANGE 2. EXHAUST to make target IMMobilized after a successfully attack.

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

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

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

### 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 the 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 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 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.
  
  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.
**STARTING ABILITIES**

- **Environmental Slaughter • 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.
  
  
- **Keep it Coming • AVENGING MADMAN**
  Ignore 1d4 Damage from an attack. Usable during a skirmish.

**STARTING EQUIPMENT**

- **Bale Hook • WEAPON**
  -5 Might.
  1 HAND
  10 COINS

**LOCATION EXTRAS**

**INN**

- **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.

**PHYSICIAN**

- **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.

**MARKET**

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

**TINKER**

- **Armguard Bracers (Item)**: +3 Defense.
- **Brass Knuckles (Item)**: When you main weapon misses during an attack, you still inflict 1 Damage to the target [1 Hand / Enhancement].
- **High Boots (Item)**: Ignore movement penalties [Feet / Enhancement].
- **Kukri Knife (Item)**: 1d6+1, +5 Might, COLD STEEL, EXECUTE [1 Hand / Melee Weaponry].
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.

- **Purification**
  - Cook • Holy EXORCIST
  - Restore 4 Vita to yourself or an adjacent ally. Usable during a skirmish.

**STARTING EQUIPMENT**

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

- **Oil of Exorcism (Item)**: FILL for +4 Damage, THROWN for 2d6 Damage, RANGE 3 [Consumable].

**INSIDE RIGHT**

**LOCATION EXTRAS**

<table>
<thead>
<tr>
<th>LOCATION</th>
<th>APOTHECARY</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>20 coin</td>
</tr>
<tr>
<td></td>
<td>Oil of Exorcism (Item): FILL for +4 Damage, THROWN for 2d6 Damage, RANGE 3 [Consumable].</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>LOCATION</th>
<th>CHAPEL</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>20 coin</td>
</tr>
<tr>
<td></td>
<td>Empower: Upgrade a Holy Water token to a Liquid Frankincense token.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>LOCATION</th>
<th>CHURCH OF THE CROSSROADS</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>100 coin</td>
</tr>
<tr>
<td></td>
<td>Fenestrated Morningstar (Item): 1D6+1, FILLABLE, SACRED. Ignores ETHEREAL absorption. Attack roll &gt; 90, a different adjacent creature is struck for 1d4 Damage [1 Hand / Melee Weaponry].</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>LOCATION</th>
<th>MARKET</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>25 coin</td>
</tr>
<tr>
<td></td>
<td>Woolen Robes (Item): +2 Defense [Chest or Neck / Protective].</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>LOCATION</th>
<th>PHYSICIAN</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>n/a</td>
</tr>
<tr>
<td></td>
<td>Blessed Hands: Pass FAITH 8 when visiting the physician to bless his hands. He now provides Stitches with +1 Vita for this visit.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>LOCATION</th>
<th>TINKER</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>50 coin</td>
</tr>
<tr>
<td></td>
<td>Breastplate (Item): ABSORPTION 1 [Chest / Protective].</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>LOCATION</th>
<th>65 coin</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Silver Dagger (Item): 1d4+2, SILVER, THROWN RANGE 3 [1 Hand / Melee Weaponry].</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>LOCATION</th>
<th>25 coin</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Skull Cap (Item): +3 Defense [Head / Protective].</td>
</tr>
</tbody>
</table>
**LORE TREE**

<table>
<thead>
<tr>
<th>Lore</th>
<th>AP</th>
<th>Choice One</th>
<th>Choice Two</th>
</tr>
</thead>
<tbody>
<tr>
<td>100</td>
<td>+1</td>
<td>+1 to Any Skill</td>
<td>+2 Max Vita</td>
</tr>
<tr>
<td>200</td>
<td>+1</td>
<td>Prevent one ranged foe from moving during their turn, once per combat.</td>
<td>Prevent one ranged foe from targeting you, once per combat.</td>
</tr>
<tr>
<td>350</td>
<td>+1</td>
<td>+5 Might</td>
<td>+5 Defense</td>
</tr>
<tr>
<td>350 Lore: As a ghost, gain +5 Defense and +1 Max Ghost Points.</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>500</td>
<td>+1</td>
<td>CHANNELER: If you are the Leader traveling Off-Road, draw two Off-Road cards and choose which to encounter, discarding the other.</td>
<td>TELEKINETIC: Adds the THROWN keyword to any melee weapon she uses.</td>
</tr>
<tr>
<td>650</td>
<td>+1</td>
<td>+1 Max Power Point</td>
<td>+1 AWARENESS</td>
</tr>
<tr>
<td>800</td>
<td>+1</td>
<td>Add +1d4 to any die roll, once per story.</td>
<td>Move a Search token within sight on the map to a space adjacent to you, once per chapter.</td>
</tr>
<tr>
<td>800 Lore: As a ghost, gain +5 Defense and +1 Max Ghost Points.</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>950</td>
<td>+1</td>
<td>CHANNELER: Summon a Poltergeist instead of a Restless Spirit.</td>
<td>TELEKINETIC: When you are ETHEREAL, a swarm of debris circles you, causing 1 Damage within AURA 1.</td>
</tr>
<tr>
<td>1100</td>
<td>+2</td>
<td>+1 Max Power Point</td>
<td>+5 Defense</td>
</tr>
<tr>
<td>1250</td>
<td>+1</td>
<td>+1 to search rolls</td>
<td>Ignore Snare damage from a failed Search, once per chapter.</td>
</tr>
<tr>
<td>1400</td>
<td>+1</td>
<td>Add +1 to your DMG Bonus.</td>
<td>+5 Might</td>
</tr>
<tr>
<td>1250 Lore: As a ghost, gain +5 Defense and +1 Max Ghost Points. You may also retrain your Abilities.</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>1550</td>
<td>+1</td>
<td>CHANNELER: During a &quot;Choose Your Path&quot; moment, you may read the outcome of the first Story Moments referenced before making a choice, once per story.</td>
<td>TELEKINETIC: Add +1 space to the Psychokinesis ability.</td>
</tr>
<tr>
<td>1700</td>
<td>+2</td>
<td>+1 Max Power Point</td>
<td>Add +1 to your DMG Bonus.</td>
</tr>
</tbody>
</table>

**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 or Poltergeist.
  - You 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.
• Psychic Implosion •

**ACTIVE**

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**

AB#FC09

• Psychokinesis •

**ACTIVE**

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**

AB#FC10

- 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].

- 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].

- 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.

- STARTING ABILITIES -

• Quartz Lantern •

Acts as a light source. PSYCHIC keyword required.

1 HAND WEAPON

10 COINS

- STARTING EQUIPMENT -

MARKET

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.

- 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].
LORE TREE

<table>
<thead>
<tr>
<th>Lore</th>
<th>AP</th>
<th>Choice One</th>
<th>Choice Two</th>
</tr>
</thead>
<tbody>
<tr>
<td>100</td>
<td>0</td>
<td>+1 to Any Skill</td>
<td>+2 Max Vita</td>
</tr>
<tr>
<td>200</td>
<td>1</td>
<td>+1 Damage to Occultist’s</td>
<td>ABSORPTION 1 vs. Occultist’s</td>
</tr>
<tr>
<td>350</td>
<td>1</td>
<td>+1 Ammo with ranged weapons</td>
<td>+1 Damage with THROWN weapons.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>350 Lore: As a ghost, gain +5 Defense and +1 Max Ghost Points.</td>
<td></td>
</tr>
<tr>
<td>500</td>
<td>1</td>
<td>BOUNTY HUNTER: Gain 2 bounties at a time.</td>
<td>BOUNTY HUNTER: Increase your bounty reward to 2d6 Coins.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>INQUISITOR: Add +1 to your Inquisition rolls.</td>
<td>INQUISITOR: Add +2 to a Inquisition roll, once per chapter.</td>
</tr>
<tr>
<td>650</td>
<td>1</td>
<td>+1 Max Power Point</td>
<td>+1 Stride</td>
</tr>
<tr>
<td>800</td>
<td>1</td>
<td>Place a Tracking token on any one foe per combat. All ranged attacks verse this target receive +5 Might.</td>
<td>+5 Defense</td>
</tr>
<tr>
<td></td>
<td></td>
<td>800 Lore: As a ghost, gain +5 Defense and +1 Max Ghost Points.</td>
<td></td>
</tr>
<tr>
<td>950</td>
<td>1</td>
<td>Add +1 to your DMG Bonus.</td>
<td>Gain +2 to ranged damage.</td>
</tr>
<tr>
<td>1100</td>
<td>2</td>
<td>BOUNTY HUNTER: Also receive the coin award for your bounty if they were killed while adjacent to you.</td>
<td>BOUNTY HUNTER: Gain +5 Defense against your bounty.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>INQUISITOR: Add +1 to your Inquisition rolls.</td>
<td>INQUISITOR: If you roll a d6 6+ during an Inquisition, you gain an Item.</td>
</tr>
<tr>
<td>1250</td>
<td></td>
<td>+5 Defense</td>
<td>+5 Might</td>
</tr>
<tr>
<td></td>
<td></td>
<td>1250 Lore: As a ghost, gain +5 Defense and +1 Max Ghost Points. You may also retrain your Abilities.</td>
<td></td>
</tr>
<tr>
<td>1400</td>
<td>1</td>
<td>Gain +1 Item slot of your choice.</td>
<td>+1 to Any Skill</td>
</tr>
<tr>
<td>1550</td>
<td>1</td>
<td>+1 Max Power Point</td>
<td>Receive two attacks with one ranged weapon the first round of combat. Cannot use the Tracker ability when doing this.</td>
</tr>
<tr>
<td>1700</td>
<td>2</td>
<td>BOUNTY HUNTER: +5 Might and +1 Damage with ranged weapons.</td>
<td>BOUNTY HUNTER: Choose 1 target in combat and gain +1 Attack against them, once per story.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>INQUISITOR: +5 Might and +1 Damage with Swords.</td>
<td>INQUISITOR: Spend 1 Power Point to negate Coven effects for non-Affliction Occultist’s for one round.</td>
</tr>
</tbody>
</table>

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, 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.

- **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.
**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.

- **Tracker**
  - Hunt: Military
  - **Witch Hunter**
  - You have superior skill at routing your enemies. Re-roll a missed ranged attack or recover one ammo. Usable during a skirmish.

**STARTING EQUIPMENT**

- **Crossbow**
  - FOcus 1.
  - 2 Hands
  - 10 Coins

- **Chain Link Helm**
  - +4 Defense and +2 Vita

- **Chain Vest**
  - +5 Defense and ABSORPTION 1 against ranged attacks

- **Great Sword**
  - 1d6+1, FLANK 1, FOCUS 10.

- **Silver Crossbow**
  - 1d6+1, TRUE, SILVER, FOCUS 10 and 4 Ammo.

- **High Boots**
  - Ignore movement penalties

- **Steel Shield**
  - +5 Defense. EXHAUST to ignore all damage and effects from one attack

**LOCATION EXTRAS**

- **Chapel**
  - ☑ Stole (Item): +1 FAITH
  - ☑ Blessed Bolts (Item): Adds 3 Ammo with +5 Might to ranged weapons that uses Ammo (Consumable).

- **Church of the Crossroads**
  - ☑ 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**
  - ☑ 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**
  - ☑ Weathered Cloak (Item): +1 ECOLOGY and +2 Defense

- **Tinker**
  - ☑ Chain Link Helm (Item): +4 Defense and +2 Vita
  - ☑ Chain Vest (Item): +5 Defense and ABSORPTION 1 against ranged attacks
  - ☑ Great Sword (Item): 1d6+1, FLANK 1, FOCUS 10. EXHAUST to make a second attack
  - ☑ Silver Crossbow (Item): 1d6+1, TRUE, SILVER, FOCUS 10 and 4 Ammo.
  - ☑ High Boots (Item): Ignore movement penalties
  - ☑ Steel Shield (Item): +5 Defense. EXHAUST to ignore all damage and effects from one attack