**LORE TREE**

<table>
<thead>
<tr>
<th>Lore</th>
<th>AP</th>
<th>Choice One</th>
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</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>MERCHANT: Gain an extra Coin when victorious in skirmishes.</td>
<td>TOWNSMAN: You may Drink at the Inn and Gain +2 Damage and -10 Might for the current chapter.</td>
</tr>
<tr>
<td>350</td>
<td>+1</td>
<td>+1 NERVE</td>
<td>+1 SPEECH</td>
</tr>
<tr>
<td>500</td>
<td>+1</td>
<td>MERCHANT: Your culinary skills are peerless. When you defeat a Nature foe, pass ECOLOGY 5 to harvest the edible components and produce a meal. All characters recover 1 Vita.</td>
<td>TOWNSMAN: When you strike a killing blow on an adjacent foe, you may attack a second adjacent foe, causing PUSH 2.</td>
</tr>
<tr>
<td>650</td>
<td>+1</td>
<td>+1 Stride</td>
<td>+5 Defense</td>
</tr>
<tr>
<td>800</td>
<td>+1</td>
<td>MERCHANT: For one defeated foe in each combat, if you take no rewards (Coins, Lore, Item rolls), you may instead take the Lore value divided by 2 as your reward in Coins.</td>
<td>TOWNSMAN: Using your wrestling skills, use your Act once per combat to PUSH 3 your target.</td>
</tr>
<tr>
<td>950</td>
<td>+1</td>
<td>Add +1 to your DMG Bonus.</td>
<td></td>
</tr>
<tr>
<td>1100</td>
<td>+2</td>
<td>MERCHANT: Whenever you buy or sell an Item, pass SPEECH 8 to add or subtract 2 Coins to the transaction.</td>
<td>TOWNSMAN: Once per combat, spend 1 Power Point to grapple with one adjacent non-Affliction foe, giving them the IMMOLATED status and dealing 1 Damage per round. Stays in effect until you or the target moves.</td>
</tr>
<tr>
<td>1250</td>
<td>+5</td>
<td>+5 Defense</td>
<td>+5 Might</td>
</tr>
</tbody>
</table>

**BUTCHER**

The Butcher is a local shop-owner from one of the towns of Kremel. He has grown angry watching the plague of foul creatures oppressing his homeland, so has taken up the Cleaver, his work implement, to use against the forces of evil. His profession has made him strong and able to withstand as much punishment as he can deal out.

**CHOOSE A CHARACTER FOCUS**

- **MERCHANT**
  The Merchant is a veteran at buying and selling, giving him the following benefits:
  - He may sell items he owns any time he is interacting with other non-enemy mortals in stories, without having to visit the market. He receives 10% less Coins when doing this.
  - He knows a good bargain when he sees one. Whenever he buys or sells an Item, he may roll SPEECH 7 to add or subtract 1 Coin to the transaction.
  - He may buy an Item for 80% of its listed value, once per story.
  - He may visit one extra location service during each town visit.

- **TOWNSMAN**
  The Townsman’s profession has made him influential and strong. Not only can the Butcher prepare the finest cuts of meat, but he is an accomplished leader and peace keeper.
  Due to the trust he has earned from his reputation, he gains an advantage with Militia Companions. Any Militia Companion he owns is automatically Armed, like at the tinker town service.
STARTING ABILITIES

- **Fillet**
  - Cook
  - **BUTCHER**

  After a Nature foe is killed, regain 4 Vita.

- **Skinned Alive**
  - Cook
  - **BUTCHER**

  You know the perfect way to cut your enemy. After a successful melee attack, inflict an additional 2d4 Damage and cause **RAZOR 1**.

STARTING EQUIPMENT

- **Large Cleaver**
  - It may be **THROWN** as an extra attack.

APOTHECARY

- **Cartilage Balm** (**Item**): Made from the tissue of various animals, this balm toughens the skin.
  - **ABSORPTION 1** vs melee Damage for one combat. **Enhancement**.

- **Gold Rings** (**Item**): These rings not only adorn the hands but add meat-mincing power to his punches.
  - **EXHAUST** for an extra punch attack, 1d4 Damage. **Ring** / **Melee Weaponry**.

MARKET

- **Backpack** (**Item**): +4 to the number of Items you can carry. **Enhancement**.

- **Heavy Leather Trenchcoat** (**Item**): Withstand the elements and **ECOLOGY**.
  - +8 Defense. **Neck or Back** / **Protective**.

- **High-Laced Leather Sandals** (**Item**): Reinforcement for the legs. +2 **Might**. **Feet** / **Enhancement**.

LOCATION EXTRAS

- **Chapel**
  - **Blessed One**: Once per town visit, the Butcher may pass **SPEECH 8** to Hire Militia for 25 coins or Sleep for 5 coins.

INN

- **Among His Own**: The Butcher knows these people, having often drank among them. Once per town visit, he may pass **SPEECH 8** to Hire Militia for 25 coins or Sleep for 5 coins.

TINKER

- **Wicked Cleaver** (**Item**): A huge two-handed meat cleaver, unwieldy but powerful. 1d6+1. **EXECUTE**, **FLANK 1**. **Hands** / **Melee Weaponry**.

- **Leather and Steel Armguards** (**Item**): This set of bracers may act as a shield without taking a Hand slot. +5 **Defense**. **EXHAUST** to ignore all Damage and effects from one attack. Must be repaired at the tinker if exhausted. **Arms** / **Protective**.

STANDING STONES

- **My Homeland**: His bond with Kremel is strong. He may remove a Tarot card at the Standing Stones for a discounted cost.

- **Steel Meat Tenderizer** (**Item**): A mallet of steel with a tenderizing bed of polygonal points. 1d4+2. **CRUSHING**. **1 Hand** / **Melee Weaponry**.
### Lore Tree

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<td>□ +1 to Any Skill</td>
<td>□ +2 Max Vita</td>
</tr>
<tr>
<td>200</td>
<td>+1</td>
<td>□ FASHIONISTA: You may add +2 Defense or +2 Might to a wearable item (such as clothing) when you first buy it for 10 extra Coins.</td>
<td>□ SCOUNDREL: Add +1 to your First Strike roll when you are Leader. If you win First Strike, you gain +1 Damage on the first round of combat.</td>
</tr>
<tr>
<td>350</td>
<td>+1</td>
<td>□ FASHIONISTA: +1 TRICKERY</td>
<td>□ SCOUNDREL: +1 TRICKERY</td>
</tr>
<tr>
<td></td>
<td></td>
<td><strong>350 Lore:</strong> As a Ghost, gain +5 Defense and +1 Max Ghost Points.</td>
<td></td>
</tr>
<tr>
<td>500</td>
<td>+1</td>
<td>□ FASHIONISTA: Your many disguises allow you to go unnoticed. You may pass through spaces occupied by foes.</td>
<td>□ SCOUNDREL: Sacrifice your Move and pass TRICKERY 8 to make a feint against an adjacent foe. <strong>Success:</strong> That foe suffers -5 Defense during their next turn.</td>
</tr>
<tr>
<td>650</td>
<td>+1</td>
<td>□ SCOUNDREL: +1 Max Power Point</td>
<td></td>
</tr>
<tr>
<td>800</td>
<td>+1</td>
<td>□ FASHIONISTA: You use flashy jewelry and clothing as a distraction. Force a foe to re-roll a hit against you once per combat.</td>
<td>□ SCOUNDREL: +1 to rolls when you Gamble at an inn. If you are the Leader during combat in Darkness, creatures do not automatically win First Strike. You instead receive a -2 to your roll.</td>
</tr>
<tr>
<td></td>
<td></td>
<td><strong>800 Lore:</strong> As a Ghost, gain +5 Defense and +1 Max Ghost Points.</td>
<td></td>
</tr>
<tr>
<td>950</td>
<td>+1</td>
<td>□ FASHIONISTA: Your flashy apparel makes you appear to be in two places at once. Your attacks hit all groups of foes during a skirmish.</td>
<td>□ SCOUNDREL: Add +1 to your rolls when searching foes for Items after combat.</td>
</tr>
<tr>
<td>1100</td>
<td>+2</td>
<td>□ FASHIONISTA: You have mastered the art of disguise. Add 1d4 to any TRICKERY or NERVE check once per story.</td>
<td>□ SCOUNDREL: You may attempt to steal an Item from an adjacent Mortal foe once per combat by sacrificing your Act and passing TRICKERY 9. <strong>Success:</strong> Gain an Item.</td>
</tr>
<tr>
<td>1250</td>
<td></td>
<td>□ SCOUNDREL: Whenever you earn an Item</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td><strong>1250 Lore:</strong> 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>□ FASHIONISTA: +1 to Any Skill</td>
<td>□ SCOUNDREL: +2 Max Vita</td>
</tr>
<tr>
<td>1550</td>
<td>+1</td>
<td>□ Add +1 to your DMG Bonus.</td>
<td></td>
</tr>
<tr>
<td>1700</td>
<td>+2</td>
<td>□ FASHIONISTA: You may buy wearable items and Protectives from other character’s booklets.</td>
<td>□ SCOUNDREL: Whenever you earn an Item, gain two instead.</td>
</tr>
</tbody>
</table>

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### COURTESAN

The courtesan is an alluring débutante who is as dangerous as she is beautiful. She was framed for a murder she did not commit, and has fled her home. She has grown keen and swift by making her way on the streets and having ties to the black market. She is a decadent and influential woman of guile and fashion, using subterfuge and disguise to further her purposes.

**Choose a Character Focus**

- **FASHIONISTA**
  
  With a talent for style and decadence, the Fashionista excels at wearing the right garb for the occasion, allowing her to re-roll any failed SPEECH check she makes, once per chapter.

  Once per combat, she can make an extra melee attack using a knife hidden in her garter belt, which causes 1d4 Damage. She does not add her DMG Bonus to this attack.

- **SCOUNDREL**
  
  The Scoundrel is a gambler and trickster, often making wagers and relying on her luck.

  Once per chapter, she may bet on any dice roll to be high or low before the roll is made (see below). If she is correct, she may immediately take an extra turn.

**How to Bet**

- Determine the High/Low range for the dice roll, e.g. d10 = 1-5 Low, 6-0 High.
- The Scoundrel choose High or Low and then the dice roll is made by .
- If the result lies within the range they chose, they are successful. No bonuses or award dice can be added to result for this bet.
**STARTING ABILITIES**

- **Seduction**
  - Gambler
  - Courtesan
  - Receive +1 Damage against Mortal foes.

- **Subterfuge**
  - Gambler
  - Courtesan
  - When hit by an adjacent melee foe, you slip from view, evading the strike to deal one of your own immediately move to another adjacent space and stab them for 1d4 Damage.

**STARTING EQUIPMENT**

- **Long Knives**
  - +5 Might, RAZOR 1.

**LOCATION EXTRAS**

**APOTHECARY**

- **Infused Makeup** (Item):
  - This makeup provides a protective barrier to the skin. You may avoid corrosion damage for one chapter [Consumable].

**PHYSICIAN**

- **Stitching Kit** (Item):
  - Pass **ECOLOGY** 5 while resting to allow any one character other than the Courtesan to recover an additional 4 Vita [Chest / Protective].

**GYPSY ENCAMPMENT**

- **Masquerade Mask** (Item):
  - Gain **TRICKERY** coin +1 **TRICKERY** [Head / Enhancement].

**MARKET**

- **Lace Gloves** (Item):
  - You only take damage from Snares when searching on a roll of 1 [Arms / Protective].

- **Garter Belt** (Item):
  - May equip an additional 1 Hand weapon under your garments. You may use another Power Point to attack with the third weapon [Waist / Enhancement].

- **Lavish Knee-High Boots** (Item):
  - +1 Stride while in combat [Feet / Enhancement].

**INN**

- **Bladed Fan** (Item):
  - A weapon disguised as an ornate fan. 1d4+1.

**TINKER**

- **Triple Dagger** (Item):
  - 1d6+1. This dagger has a spiked hilt and can parry attacks. Sacrifice your Act and pass **TRICKERY** 4 to avoid the next attack made against you [1 Hand / Melee Weaponry].
ILLUSIONIST

The Illusionist is a stage magician who has mastered his craft. His obsession with occult and supernatural phenomenon has driven him to go the ends of the earth in search of new knowledge. His ability to use illusion has proven to be a powerful weapon against the agents of evil.

**SUMMONER**

The Summoner has mastered the power of suggestion and illusion. Once per story, he may summon a fog with Aura 1 to surround himself for 4 rounds. Foes attacking him while within the fog must make an Occult 8 check to avoid being targeted. By using his Act, he may make a TRICKERY 8 check to hypnotize a Mortal foe (one attempt per target). Success: Roll a 1d6.

- **1-2:** Target is IMMobilized.
- **3-4:** Target must re-roll their next turn.
- **5-6:** Target gains REDUCTION 1 for the combat. Does not stack.

**MAGICIAN**

The Magician understands hidden objects and traps. While searching, he only receives Snare damage on roll of 1. Once per story, he may sacrifice 6 Vita to recover all of his Power Points. If he is forced to lose Power Points by harmful effects, he may choose to lose the same amount of Vita instead.
STARTING ABILITIES

- **Disappearing Act**
  - Magik
  - ILLUSIONIST
  - Produce an electric shock, causing 1d4 Damage. Spend +1 PP to cause 2d4 Damage, or +2 PP to cause 3d4 Damage. RANGE 3.

- **Valence Jolt**
  - Magik
  - ILLUSIONIST
  - Stiffen your garments with Mercury to permanently enhance one wearable Item with +5 Defense [Consumable].

LOCATION EXTRAS

- **ALCHEMIST**
  - 75 coin
  - Mercury Infusion (Item): Stiffen your garments with Mercury to permanently enhance one wearable Item with +5 Defense [Consumable].

- **APOTHECARY**
  - 100 coin
  - Smoke Bombs (Item): WEAKEN all adjacent foes during their next turn. 4 Uses [Consumable].

STARTING EQUIPMENT

- **Cane Sword**
  - 10 COINS
  - WEAPON

- **Black Performers Cape**
  - 40 coin
  - +3 Defense [Back or Neck / Protective].

MARKET

- **Monocle (Item)**: +1 AWARENESS [Enhancement].

- **Top Hat (Item)**: EXHAUST to re-roll a missed attack while skirmishing [Head / Enhancement].

TINKER

- **Ornate Cane Sword (Item)**: This richly adorned cane has a viciously sharp blade. 1d6+1, +1 Stride, VORPAL [1 Hand / Melee Weaponry].

- **Throwing Knives (Item)**: EXHAUST to make two ranged attacks. 1d4 (no DMG Bonus), RANGE 3 [1 Hand / Ranged Weaponry].

- **Magician’s Skullcap (Item)**: +5 Defense. Does not count towards number of Items carried [Protective].

GYPSY ENCAMPMENT

- **Magic Show**: Gain 1d4 Coins for putting on a show by passing TRICKERY 8. Once per visit.
## Lore Tree

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<td>+1</td>
<td>+1 to Any Skill</td>
<td>+2 Max Vita</td>
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<tr>
<td>200</td>
<td>-1</td>
<td>CHEMIST: Add 1 to the duration of any token or consumable that has a number of uses or duration, e.g. Holy Water, Spirit of Wine, etc.</td>
<td>RESEARCHER: Gain 1 Ability Point.</td>
</tr>
<tr>
<td>350</td>
<td>-1</td>
<td>+1 AWARENESS</td>
<td>+1 ARCHEOLOGY</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>CHEMIST: Use your Act to remove a Corrosion token from any one character.</td>
<td>RESEARCHER: You may re-train any of your Abilities between stories.</td>
</tr>
<tr>
<td>650</td>
<td>-1</td>
<td>CHEMIST: You may inject a chemical boost on yourself or an adjacent target, once per chapter. The target gains +2 Vita.</td>
<td>CHEMIST: You may inject a chemical boost on yourself or an adjacent target, once per chapter. The target gains +2 Vita.</td>
</tr>
<tr>
<td>800</td>
<td>-1</td>
<td>CHEMIST: You may inject a chemical boost on yourself or an adjacent target, once per chapter. The target gains +2 Vita.</td>
<td>RESEARCHER: Add +5 Might vs. any creature that you have faced in an previous encounter. Keep track!</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>CHEMIST: You lace your weapons with a combustible chemical. Place a Tracking token on a foe you have just hit in melee combat (once per round). You may use your Act to explode a foe in sight for 1 Damage per Tracking token they have.</td>
<td>RESEARCHER: Your practical nature has grounded you in the real world. Ignore ETHEREAL absorption. You may not receive the ETHEREAL status unless you are a ghost.</td>
</tr>
<tr>
<td>1100</td>
<td>+2</td>
<td>+1 Max Power Point</td>
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<td>Add +1 to your DMG Bonus.</td>
<td></td>
</tr>
<tr>
<td>1550</td>
<td>+1</td>
<td>CHEMIST: Once per story, use your Act during combat to produce the Prized Elixir (Item). Assume the form of a mighty brute for 4 rounds. +3 Damage, +10 Might, +10 Defense, +1 Attack. It must be used during the combat.</td>
<td>RESEARCHER: Your analysis of supernatural effects has given you the ability to counteract their power. Ignore negative AURA effects.</td>
</tr>
<tr>
<td>1700</td>
<td>-2</td>
<td>CHEMIST: Once per story, unleash a toxic chemical upon your enemies. All foes within the same Adventure Map as you receive a Corrosion token.</td>
<td>CHEMIST: Once per round, re-roll one missed attack against any creature that you have faced in a previous encounter.</td>
</tr>
</tbody>
</table>

### Choose a Character Focus

#### CHEMIST

The Scientist uses her research to further her pursuit of knowledge. Her father was a renowned chemist and skeptic who went missing while investigating supernatural occurrences. She has vowed to investigate these phenomenon and disprove them using logic.

- **CHEMIST**
  - **During combat,** the Scientist may make her own versions of the items found at the Apothecary by spending her Act and the required coins. One Item per round.
  - **Gain ABSORPTION 1 against Flames.**

#### RESEARCHER

- **RESEARCHER**
  - **She has studied her surroundings and has taken excellent notes.** Choose one skill at the beginning of each chapter. You may re-roll your first failure with this skill during the chapter.
  - **The Researcher studies the creatures they face in battle.** Gain +1 Damage against any foe you have faced in a previous encounter.
STARTING ABILITIES

- **Arcana**
  - Science
  - **Scientist**
    - You have gained arcane knowledge of your enemies by applying scientific methodology. Adjust the foe attack power used against you to one below or above the current power being used.

- **Educated**
  - Science
  - **Scientist**
    - Your expert training has enabled you to broaden your horizons. Gain +1 to any one skill while you have this Ability. The skill chosen may not be changed.

STARTING EQUIPMENT

- **Acid Vials**
  - *Burst* 1 centered on target, *Range* 2. The Scientist is not affected.

- **Explosive Powder (Item):** EXHAUST to place a Tracking token on an adjacent space in an encounter. A foe that enters this space immediately takes 1d4+1 Damage, and then remove the Tracking token [Weaponry]. You may purchase up to 2 of them.

- **Chemicals (Item):** These rare elements are useful in the right hands. Gain one of the following temporary effects at the beginning of each chapter: +2 Vita, +1 Power Point, or re-roll one missed attack. You may destroy these Chemicals to remove all negative status from yourself [Enhancement].

- **Vitriolic Paint (Item):** Apply this to one melee weapon, causing each enemy hit with it to cumulatively receive -2 Defense. Effect lasts for one combat [Consumable].

LOCATION EXTRAS

- **ALCHEMIST**
  - **Explosive Powder (Item):** EXHAUST to place a Tracking token on an adjacent space in an encounter. A foe that enters this space immediately takes 1d4+1 Damage, and then remove the Tracking token [Weaponry]. You may purchase up to 2 of them.

- **Chemicals (Item):** These rare elements are useful in the right hands. Gain one of the following temporary effects at the beginning of each chapter: +2 Vita, +1 Power Point, or re-roll one missed attack. You may destroy these Chemicals to remove all negative status from yourself [Enhancement].

- **Vitriolic Paint (Item):** Apply this to one melee weapon, causing each enemy hit with it to cumulatively receive -2 Defense. Effect lasts for one combat [Consumable].

MARKET

- **Gemstones (Item):** A set of semi-precious stones used for your research. +1 to search rolls [Enhancement].

- **Rope Belt (Item):** +1 Nerve [Waist / Enhancement].

PHYSICIAN

- **Doctor’s Plague Mask (Item):** Gain immunity to the SICKENED status [Head / Protective].

- **Scalpel (Item):** 1d4+1. Perform minor surgery. Once per chapter, EXHAUST to heal any adjacent character 1d4 Vita [1 Hand / Melee Weaponry].

TINKER

- **Steel Bracing (Item):** Metal braces that reinforce your arms and legs and fit under your clothes. +5 Defense [Protective].
SLAYER

The Slayer is a hardened warrior and an inspiration to her allies. She is the sole survivor of a massacre which left everyone she cared about dead at the hands of an undead horde. Her troubled youth as an orphan has strengthened her body and her faith. She has vowed to hunt down the vile and the undead and destroy those who took her loved ones from her.

CHOOSE A CHARACTER FOCUS

- **ACROBAT**

  She is deft and quick, allowing her to move through spaces occupied by enemies.

  Once per encounter, after the Acrobat makes a successful attack, she may roll 1d4 and move that many spaces.

- **SOLDIER**

  The Soldier is trained in the art of war and may choose +3 Might or +3 Defense at the start of any combat. The bonus ends when combat is over.

  When entering a Forest from the World Map, she may pass ECOLOGY 5 to receive a Wooden Stake token, once per chapter.
STARTING ABILITIES

• Into the Heart •
Lethal
SLAYER
If you have a Wooden Stake in your possession, you hurl it at a foe for 2d6 Damage. RANGE 3. Discard the stake after use.

• Re-Burial •
Lethal
SLAYER
Gain an extra attack against Undead foes during the first round of combat.

STARTING EQUIPMENT

• Cutlass •
ARCING.

APOTHECARY

45 coin
Garlic Necklace (Item): Re-roll the first failed checks when resisting BLOODLUST. +4 Defense vs. Vampires. -1 SPEECH [Enhancement].

CHURCH OF THE CROSSROADS

3 coin
Water’s Blessing: Once per story, gain a Holy Water token for free when you visit the Church of the Crossroads.

MARKET

65 coin
Silver Knuckled Gloves (Item): +1 Damage with melee attack vs. Shapeshifters [Enhancement].

TINKER

100 coin
Damascus Steel Cutlass (Item): 1d6+1, FOCUS 5, ARCING [1 Hand / Melee Weaponry].

GYPSY ENCAMPMENT

60 coin
Vibrant Cloak (Item): Being a long-time friend of the wandering people, the gypsies sell you their clothing for a price. +1 NERVE, +3 Defense [Neck / Protective].

65 coin
Hollow Tip Silver Stake (Item): 1d4+1, SILVER, FILLABLE [1 Hand / Melee Weaponry].
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<td>+1 to Any Skill</td>
<td>+2 Max Vita</td>
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<tr>
<td>200</td>
<td>-1</td>
<td>TRAPPER: +1 Damage vs. Nature foes.</td>
<td>RANGER: Your Stride can never be reduced by any effect.</td>
</tr>
<tr>
<td>350</td>
<td>-1</td>
<td>+1 ECOLOGY</td>
<td>+1 Stride</td>
</tr>
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<td>350 Lore: As a Ghost, gain +5 Defense and +1 Max Ghost Points.</td>
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<tr>
<td>500</td>
<td>-1</td>
<td>TRAPPER: You may pass ECOLOGY 7 to use a Snare during a skirmish with corporeal foes to lower the skirmish counter by 1, once per round.</td>
<td>RANGER: All Ranged weapons you use are TRUE and have +1 Damage the first round of combat.</td>
</tr>
<tr>
<td>650</td>
<td>-1</td>
<td>+1 AWARENESS</td>
<td>ABSORPTION 1 vs. Snares</td>
</tr>
<tr>
<td>800</td>
<td>-1</td>
<td>TRAPPER: your total Snare tokens increase to 3 and each cause +1 Damage.</td>
<td>RANGER: Add +1 Ammo to any ranged weapon you are using, if applicable.</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></td>
</tr>
<tr>
<td>1100</td>
<td>-2</td>
<td>TRAPPER: Every time you damage a foe with a Snare token, recover 2 Vita.</td>
<td>RANGER: Immediately choose an available companion from the Animal Companion deck to be your Pet. This animal is no longer available for other characters in the game. If killed, your Pet will return to you at the beginning of each story for free.</td>
</tr>
<tr>
<td>1250</td>
<td></td>
<td>+5 Defense</td>
<td>+5 Might</td>
</tr>
<tr>
<td>1250</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>TRAPPER: You may use Flame tokens for your traps instead of Snare tokens.</td>
<td>RANGER: You may choose to Move and Act first during an encounter even when the group loses the First Strike roll.</td>
</tr>
<tr>
<td>1550</td>
<td>-1</td>
<td>TRAPPER: Non-Affliction Nature creatures defeated by one of your Snare tokens may be taken as a Companion, occupying one companion slot after the battle with half its total health. That creature is under your control in a future combat, then they are discarded. You may only have one Companion of this type at any time.</td>
<td>RANGER: Once per combat, you may re-roll your first missed attack during the round if you are in an outdoor location or on the World Map.</td>
</tr>
<tr>
<td>1700</td>
<td>-2</td>
<td>TRAPPER: Any time you would take Snare damage, you only lose 1 Vita.</td>
<td>RANGER: Gain +2 Damage with ranged weapons.</td>
</tr>
</tbody>
</table>

WOODSMAN

The Woodsman is a survivalist and trapper, raised to live off the land. He has seen tracks and found evidence of creatures in the wild that are not of this world. The Woodsman has left the forests to hunt for the creatures upsetting the balance of nature.

CHOOSE A CHARACTER FOCUS

- **TRAPPER**
  - The Trapper’s knowledge of setting snares is superb. He has 2 Snare tokens to use per combat. He may place them in any space he lands on to trap it. A foe entering a trapped space immediately suffers 1d4 Damage. The Snare token is then removed from the board. Foes cannot see the location of the traps, so their movement is not affected.

- **RANGER**
  - Once per chapter, the Ranger may take 2 Off-Road cards and choose which to encounter, placing the other at the top of the deck. He may only read the front of the Off-Road cards.
  - He may choose which Animal Companion to hire at the stables, instead of randomly drawing.
### INSIDE LEFT

#### STARTING ABILITIES

- **Game Huntsman**
  - **Survival**
  - **WOODSMAN**
  - Place a Tracking token on a Nature or Mortal foe to mark them. Your attacks against them receive +5 Might. If you spend +1 PP, receive +10 Might; +2 PP, all characters receive +10 Might. Only one target may be marked at a time.

- **Taxidermist**
  - **Survival**
  - **WOODSMAN**
  - When searching a Nature creature after a combat, you gain +2 to your search roll.

#### STARTING EQUIPMENT

- **Woodsman’s Axe**
  - EXECUTE.
  - **WEAPON**
  - 2 HANDS, 10 COINS

### INSIDE RIGHT

#### LOCATION EXTRAS

<table>
<thead>
<tr>
<th>APOTHECARY</th>
<th>STABLES</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>45 coin</strong></td>
<td><strong>5 coin</strong></td>
</tr>
<tr>
<td>□ Nerve Toxin (Item): Target loses 1d6 Vita and must pass NERVE 5 or they lose their next turn. <strong>THROWN, RANGE 2</strong> [Consumable].</td>
<td>□ Train Animal Discount: You may Train Animal at the Stables for a discounted rate.</td>
</tr>
<tr>
<td><strong>40 coin</strong></td>
<td><strong>60 coin</strong></td>
</tr>
<tr>
<td>□ Bless the Hunt: Once per story, your hunt against evil will be blessed by good fortune. Gain +1 AWARENESS and receive +1 Damage against Nature foes for the current chapter.</td>
<td>□ Barbed Traps (Item): Snare tokens also <strong>WEAKEN</strong> those landing on them, in addition to the Snare's normal effects [Enhancement].</td>
</tr>
<tr>
<td><strong>120 coin</strong></td>
<td><strong>85 coin</strong></td>
</tr>
<tr>
<td>□ Good Night's Rest: Once per chapter, when you Sleep at the inn, you gain an additional 1 Power Point.</td>
<td>□ Chopper (Item): A perfectly balanced axe. 2d4+1, <strong>EXECUTE</strong> (1 Hand / Melee Weapon).</td>
</tr>
</tbody>
</table>

#### INN

- **MARKET**
  - **Jerky (Item):** Gain +3 Vita. Use at any time. 3 uses per Jerky [Consumable].
  - **Heavy Fur and Leather Suit (Item):** +7 Defense, +1 **ECOLOGY** (Chest / Protective).

- **CHAPEL**
  - □ Jerky (Item): Gain +3 Vita. Use at any time. 3 uses per Jerky [Consumable].
  - □ Heavy Fur and Leather Suit (Item): +7 Defense, +1 **ECOLOGY** (Chest / Protective).