

## LORE TREE

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

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## 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.

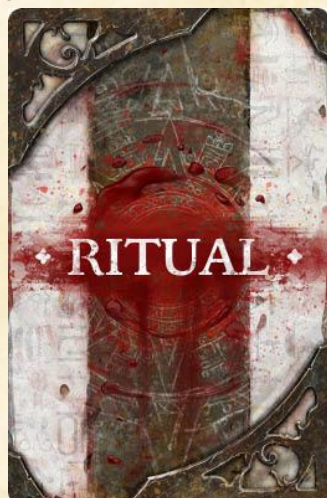
- The Light aura is a circle of protection giving her **ABSORPTION 1** and allies in the aura +5 Defense. This does not stack with other absorption bonuses.
- The Dark aura causes 1 Damage to all foes that move into the aura on their turn.

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## STARTING ABILITIES



## STARTING EQUIPMENT



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## LOCATION EXTRAS

### ALCHEMIST

**35 coin** Heiropant 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 / Melee Weaponry].

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