

Name: \_\_\_\_\_ Breed: \_\_\_\_\_

Animal Ability: \_\_\_\_\_

### -Vocation Abilities-

- **Alchemist:** Once per location, as an action, produce and use a potion (1 auto-success) that you have created. This can be something to harm your foes, a smoke bomb to hide, a glue to repair items, healing balm (clear 1 condition), etc.
- **Priest:** Once per location, channel your faith to allow a reroll of any player's failed test (including your own) and give the reroll +1 die (this can push to five dice).
- **Seer:** Once per location, look at the top two cards in the deck. Move one, or both, to the bottom of the deck.
- **Sin Eater:** Once per location, as an action, mark a damaging condition on yourself to clear all points of heresy from a nearby pact-mate.
- **Watcher:** Any time the Horror of the Woods card is revealed (or the Heretic Rune is drawn), you may mark a condition to discard that card and draw a new one.

### -Conditions-

- (broken) ○ Body (no bonus from animal ability)
- Mind (can't use vocation ability)
- Heart (can't give assist. bonus to others)

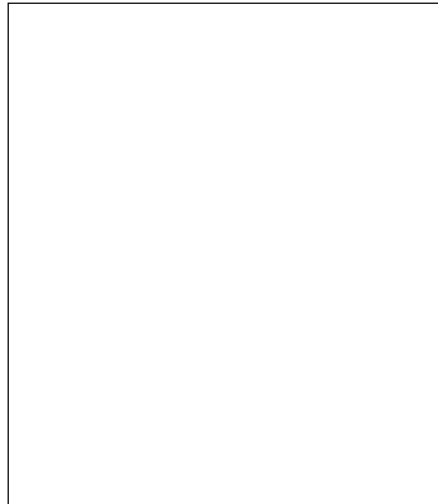
### -Stash-

- (broken) ○ Clothes: \_\_\_\_\_
- Weapon: \_\_\_\_\_
- Item: \_\_\_\_\_

Heresy ○ ○ ○

Blessings & Taints: \_\_\_\_\_

### Portrait



### -Standard Round Order-

- Speaker draws a card to check for Eldritch Beasts (J,Q,K,A).
- Each player declares their action.
- Everyone calculates their dice pools.
  - Draw any Mandates of the Runes cards for bonus dice.
    - Agree to mandate: +1 bonus die (max of three)
    - Reject mandate: No bonus die, mark one heresy
    - Take bonus but fail mandate: Mark two heresy
- All players roll their dice at the same time.
- Players record their successes and individual consequences.
- Everyone narrates their own results.

Highest Die	Result
6	Solid Success (no consequences)
4-5	Costly Success (one consequence)
1-3	Failure (two consequences)

### -Consequences-

- Damage:** Body, Mind, or Heart Or break an item you are carrying.  
*(if all three conditions are marked, fall out of the action until healed)*
- Noise:** Remove a token from the Gloaming Pool.
- Heresy:** Mark a point of heresy on your character sheet. *(All dots marked = you are smited! Mark a damaging condition, clear your heresy track to zero, and you can't use your blessings until a scene begins with no heresy on your sheet.)*

### -Community Phase Options-

- Add one token to Gloaming pool
- Heal one damaging condition
- Repair one broken item
- Work on one community task *(start of Stave only)*

### -NPC Interactions-

- **First time:** Name, Animal-Folk, & Occupation
- **Second visit:** Positive quirk, belief, or feature.
- **Third visit:** Negative quirk, belief, or feature.
  - Then, add one point to the Village pool.

### -Helping Your Pact-Mates-

- **Comfort & Counseling:** Use your action to clear one damaging condition on a pact-mate.
- **Assistance:** Pass a die to a pact-mate instead of making a test. This can push them to four dice.

### The Runes

- 2 - Birth
- 3 - Clan
- 4 - Death
- 5 - Fire
- 6 - Blood
- 7 - Beast
- 8 - Water
- 9 - Tree
- 10 - Dirt
- J - Sun
- Q - Moon
- K - Stars
- A - Void

If you use the Heretic Rune → add one token to the Heretic pool!