



TRUE PATH

Cantrip

Document

Cast after your movement roll but before you move.

You may use any amount of your roll up to the roll's result.



FUMBLE

Cantrip

Document

Cast at the start of Battle, and your opponent takes -1 on its combat roll.



LOST

Cantrip

Document

Cast as another Character or creature moves from your current space. It remains on the current space, and if it is a Character, then it re-encounters the current space.



FALTER

Cantrip

Document

Cast at the start of Psychic Combat, and your opponent takes -1 on its combat roll.



HALF A LIFE

Cantrip

Document

Cast when you are forced to lose a Life (not when you choose to do so), and you do not lose that Life.



FALSE PATH

Cantrip

Document

Cast as another Character or creature moves from your current space. You may add or subtract 1 from its movement.



GLIMMER

Cantrip

Document

Cast when you encounter a Place or a like space with an encounter roll (not a Persona reaction) to roll two dice and choose one result.

Cast while in the Dungeon to roll two dice for movement and choose one result to use.



CHARISMA

Cantrip

Document

Cast when you encounter a Stranger or Monster, or a Persona listed on a space. Roll two dice below your Craft to evade or to avoid a die roll for a Persona.

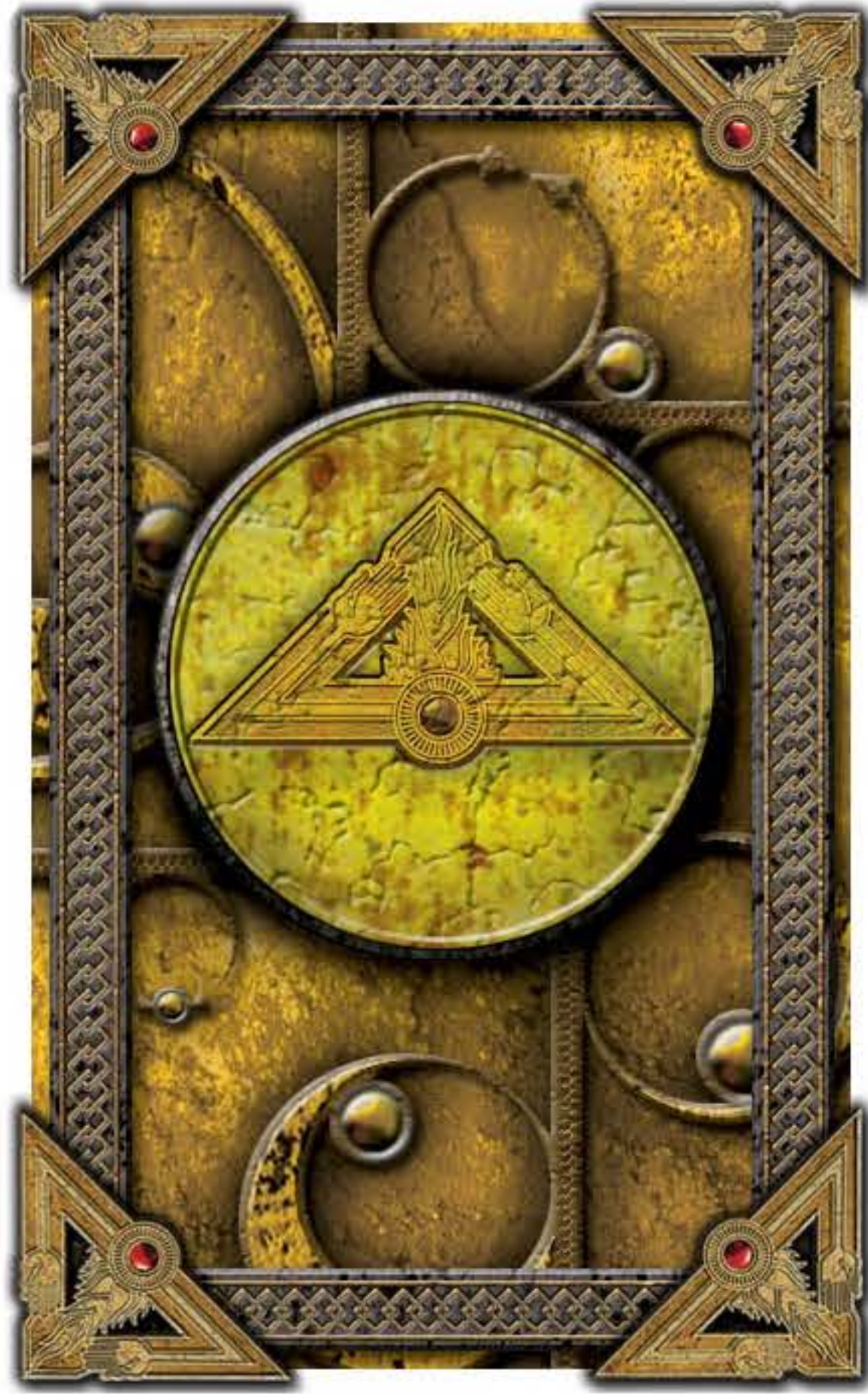


BRAINY

Cantrip

Document

Cast before a roll for Craft.
If you must roll above a target number, add +1 to the roll.
If you must roll below Craft, add +1 to Craft for the roll.



ENCHANTED CASE

Magic Object

Baggage

Holds 2 *Document* Objects which do not count against Object Limit. So long as the case is not lost (discarded), its contents cannot be taken or destroyed except by your choice.

4 ENCHANTRESS
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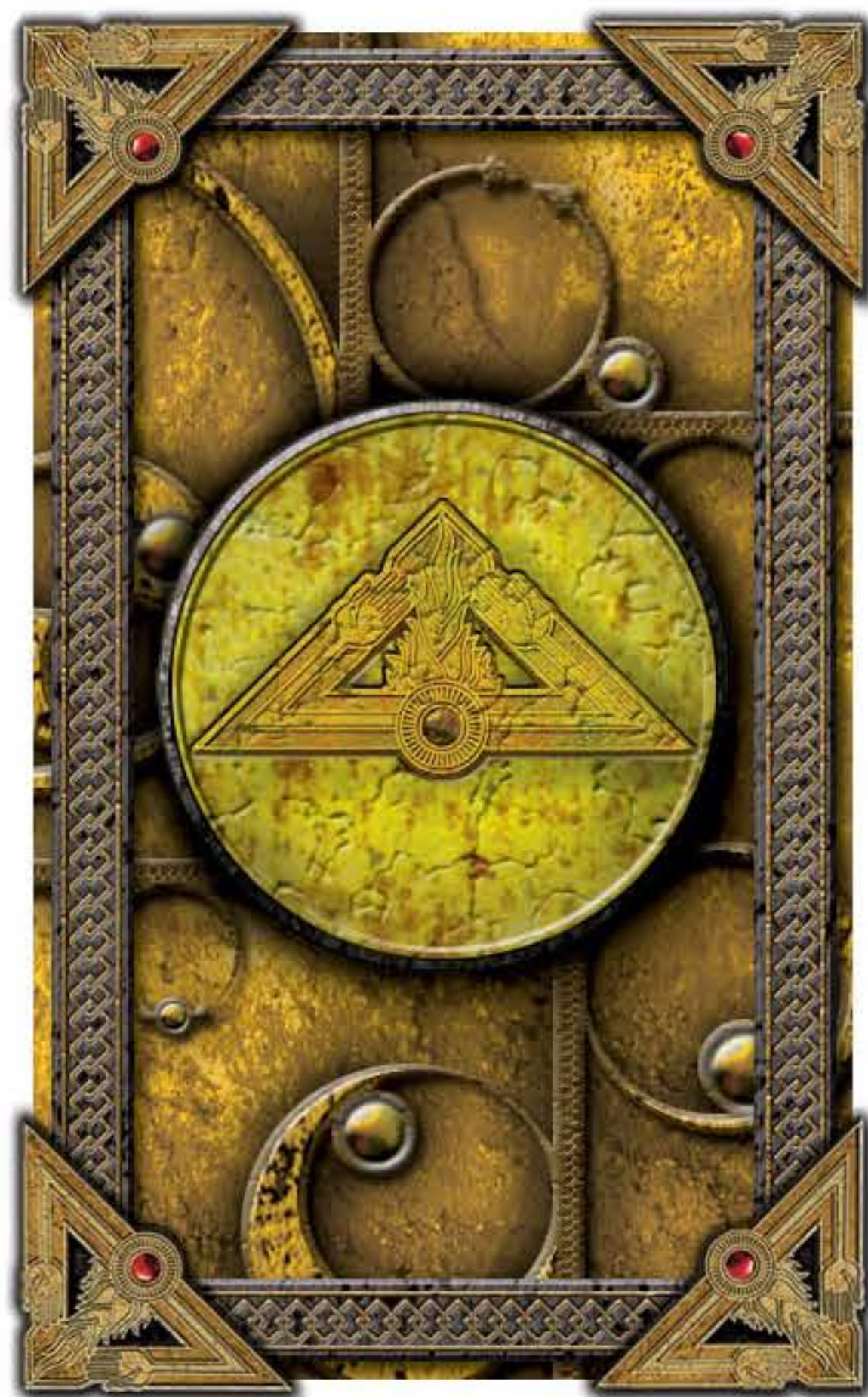


BRAINY

Cantrip

Document

Cast before a roll for Craft.
If you must roll above a target number, add +1 to the roll.
If you must roll below Craft, add +1 to Craft for the roll.



METAL CASE

Object

Baggage

Does not count against Object Limit while carried. Holds upto 2 *Document* Objects which then do not count against Object Limit. So long as the case is not lost (discarded), its contents cannot be destroyed.

2 TEMPLE
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