



**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.

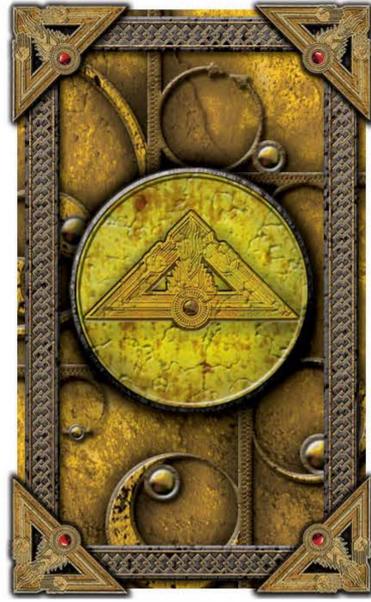


**BRAINY**

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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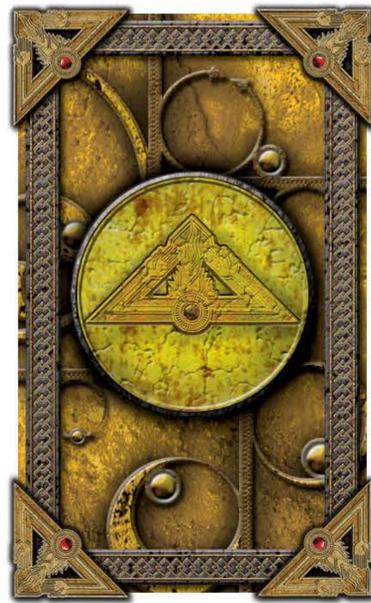


**BRAINY**

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.

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