

about a target, or communicate with others at a distance. This type of magic is wielded by people who are wise, arrogant, worldly, or aloof. This is considered a very useful form of **Magic**. It is reluctantly accepted by most, but users are feared widely for their unorthodox knowledge.

Illusions - This is a deceptive form of **Magic**. This type of **Magic** creates illusions of light and sound. It can also alter someone's senses, place them under hypnosis or cause them to behave erratically. This type of **Magic** is wielded by people who are polite, mischievous, well-mannered, or manipulative. This is considered a very underhanded form of **Magic**. Though it is not regarded as evil, it is generally disliked and looked down on.

Hexes - This is a form of offensive **Magic**. This type of **Magic** can inflict **Harm**, disorient or affect a target negatively. It can also apply curses or engineer unfortunate incidents. This type of **Magic** is wielded by honest, ruthless, logical, or selfish people. This is considered an evil form of magic. It will be illegal in most places and regarded with immense scorn.

SPELLS - This form of **Casting** can be performed as a **Main Action**, and does not require extensive knowledge or components to perform. Any effects will only last one turn, usually until the beginning of your next turn or the end of the target's turn. You may use **material components** (**Ward, Divination, Illusion, or Hex materials**) to give yourself +1 to the roll, but this will spend the **material**. Some **Tags** get extra bonuses and some don't apply to all effects, please use discretion when applying **Tags** or refer to your GM if you have questions.

INCANTATIONS - This form of **Casting** can be prepared as a **Main Action**, and then used on your following turn as that turns **Main Action**. Any effects you use will last for either the duration of **Danger Time** or an hour depending on GMs call. Status effects will count as **Severe**, and any **Harm** dealt will double the number of dice rolled. For any effects that require saving throws, **partial successes** will not nullify the effects but instead, reduce the severity. Additionally, a **partial success** will apply resistance to whatever **Harm** is taken. Any roll at 11 or above will negate the **Spell** completely. You *must* use **material components** to cast these Spells (**Ward, Divination, Illusions, or Hex Materials**) and require some knowledge or training in the

category, the **material components** are spent after casting is complete. Some **Tags** get extra bonuses and some don't apply to all effects logically, please use discretion when applying **Tags** or refer to your GM if you have questions.

RITUALS - This form of **Casting** is the most flexible in its possibilities. **Casting Rituals** will take anywhere between ten minutes to multiple days depending on the scale and power of the **Ritual**. These require **material components** proportional to the length of the preparation, usually involving multiple tools and thorough knowledge of a category and the **Ritual** you are casting. Smaller **Rituals** take less knowledge but would be difficult for anyone not proficient or learned in **Magic** to perform. In general, **Rituals** that cast effects can last for an entire day, affect larger areas, forego saving throws, or triple the dice of any **Harm**-based **Casting**. These cannot be started or finished casting during **Danger Time** without special tools or **Moves**.

Regardless of the category or **Casting** type, perform this **Task**, then use the **Tags** listed below.

- **8 - 10:** Choose a Spell Casting Effect and 2 Bonus Tags, in addition, choose a Backfire Tag as well
- **11 - 12:** Choose a Spell Casting Effect and 3 Bonus Tags
- **13+:** Choose a Spell Casting Effect, 3 Bonus Tags, +1 Harm if Harm is Dealt, -1 Forward on Saving Throws if applicable, and can add one of the following:
 - Add an additional Effect from the same Category (Ward, Hex, Illusion, Divination)
 - Add or Expand the Area Tag on an effect (roughly 10 ft radius, up to GM)
 - Add the Chaining Tag to the Cast (can bounce up to 4 Additional Targets, usually 5 - 10 ft from original Target, up to GM)
 - Add the Line Tag to the Cast (from the Caster to the Distance specified in the Cast)

SPELL CASTING CATEGORY EFFECTS

Tags have categories within this list. When mixing and matching **Bonus Tags** with the above-listed effects, only one **Tag** from each category can be taken, with the exception of the **Misc.** category. This rule does not apply to **Backfire Tags**. It should be noted that ALL **Spells** automatically come with the **Magic Tag** regardless of roll.

DIVINATION

- **Clairvoyance:** Foresee an event from the Past, Present, or Future.
- **Scry:** See a target or location from a great distance, giving +1 to Investigate or Navigate Tasks.
- **Telepathy:** Communicate with something across a short or long distance.
- **Reading:** Learn more about a target, and things you can't see on the surface.
- **Guidance:** Get +1 Evasion and +1 Ongoing on anything related to the target.
- **Anticipate:** Perform a brief ritual to heighten your senses, giving you +1 Reaction.
- **Prophesize:** Force a Luck Task, where failure deals 1d4 environmental damage, -1 Forward, and a non-magical status effect (Stagger, Prone, Bleed, etc).

HEX

- **Harm:** Deal 1d4 Harm, can use the die of a Magic Tool (Wand, Staff, Book, etc).
- **Weaken:** -2 Ongoing to an Attribute on a target.
- **Curse:** Force an Arcane Task. On a miss, the target receives a Magical DoT with a d6.
- **Inflict:** Attempt to apply a Status effect on a target.
- **Hazard:** Create an Area that is difficult to pass or inflicts a Status effect.
- **Disease:** Force a Strength Task. Inflict a Disease status on a target. This effect will chain until someone passes or has no nearby Targets.
- **Debilitate:** For every status effect, both positive and negative, give -1 forward.

ILLUSION

- **Mirage:** Create an image, sound, or smell, and the better you do the more you can add.
- **Disguise:** Change the appearance of a person. This does not transform the target.
- **Hypnotize:** Force an Influence Task. Make a target perform a Move or Action that cannot Harm themselves or others.
- **Disorient:** Cause disharmony in a Target's senses getting -1 Ongoing, this is a Mental effect.
- **Distortion:** Create cover such as Fog or Visual distortions, -1 Ongoing in an Area.
- **Melt:** Force a Wits Task, Deal 1d4 Psychic Harm, and -1 Forward.
- **Startle:** Prepare an illusion to frighten a target on their next turn. Force a Wits Task, inflict a Severe Fear

WARDING

- **Protect:** Give +2 Armor to a target.
- **Resist:** Prevent a specific status from being inflicted in an Area.
- **Barrier:** Prevents passage for a type of entity, object, or group.
- **Enchant:** Give +2 Harm to a Weapon/Tool.
- **Enhance:** +1 Ongoing to an Attribute.
- **Recover:** Heal 1d4 Light Injuries.
- **Cleanse:** Recover 1 status effect, and +1 to saving throws.

SPELL BONUS TAGS

DISTANCE

- **Intimate** (+2 Harm/Precise)
- **Hand** (+2 Harm)
- **Close** (+1 Harm)
- **Far**
- **Snipe**

ELEMENTS

- **Fire** (+1 Harm, Burns on Harm)
- **Water** (+1 Harm, Slows on Harm)
- **Wind** (Prone on 11+)
- **Earth** (adds Pierce)
- **Lightning** (+1 Harm, Shocks on Harm)
- **Light** (+1 Harm, adds Accurate)
- **Shadow** (+1 Harm, Blinds on Harm)
- **Holy** (+1 Healing, hurts Undead)

COMBAT

- **+1 Harm**
- **Precise**
- **Pierce**
- **Serrated**
- **Drain**
- **Fast**

MISC

- **+1 Harm**
- **+1 Harm**
- **+1 Healing**
- **Forceful**
- **Morph**
- **Discreet**
- **Tool**

BACKFIRE

- **Intimate** (*decreases range*)
- **Reload** (*can't cast next turn*)
- **Awkward** (*unforeseen drawback*)
- **Slow** (*lose next Quick Action*)
- **Loud** (*draws attention*)
- **Clunky** (*lose next movement*)
- **Restrictive** (*decreased effect*)
- **Harmful** (*-1 Harm to the Caster*)

ADVANCED 13+

- **Area**
- **Line**
- **Chaining**
- **+1 Effect**
- **+1 Harm**
- **+1 Healing**

LUCK

TEST OF FATE - This is a very unique **Task** that cannot be performed at will by a Hunter. Instead, the GM will prompt a Hunter to test their fate, this can happen as a way to move the plot forward, cross paths with a certain figure, or simply add an element of chaos into the game! **Tests of Fate** cannot be influenced by **Forwards**, **Ongoing**, or any other kind of **Attribute** bonus that does not specifically reference **Luck**.

The most common example of a **Test of Fate** is when you have to roll a **Luck Task** while in the **Dying** state. There is one additional aspect to **Luck** as an **Attribute** and a **Task**. Your **Luck Attribute** also counts as a pool of points that can be used throughout a **Season** to help pull you out of sticky situations. Using a **Luck Point** will lower your **Attribute** for the remainder of that **Season**. At the start of every new **Season**, your **Luck Points** are returned.

You can use **Luck Points** for a variety of things such as:

- Making an Enemy Attack miss
- Immunity against dipping below 1 Health for one Enemy turn
- Set a roll to 13+ regardless of Attributes
- Attempting a Task that normally would not be allowed in a given scenario (with GM approval)

HAUNTS - This is not a traditional **Task**, but is related to **Luck Points**. Occasionally one can anger greater powers or spirits of the world. When displeasing the unknown forces of the world, you

may acquire what is known as a **Haunt**. Simply put, a **Haunt** is a **Luck Point** that the GM can use on that Hunter in the *next* session. **Haunts** cannot be used in the same **Season** they are acquired. They can come from cursed objects, malevolent forces, or taboo rituals. A **Haunt** can only be used on the Hunter next session otherwise it is lost.

GMs may use **Haunts** for a variety of things such as:

- Set an Attack on the Hunter to 13+ regardless of Evasion.
- Make a Hunter's roll on a Task count as a Miss.
- Can Harm but not kill a specific creature for that Hunter's turn.
- Allows a creature to perform a unique 'cinematic' Task against a Hunter that captures/compromises them (still requires a successful roll).

NON-ATTRIBUTE BASED MOVES

SUPPORT - When performing this **Move**, you attempt to help out or aid a teammate. This can be a **Quick Action** or a **Reaction**. The result changes based on which form it takes. When used as a **Reaction**, give +1 on the roll the target is currently performing. On a **Quick Action**, give +1 **Ongoing** for a specific **Attribute** for one turn. When using this **Move**, you must specify how you are helping the target. If there is no feasible way to assist given the circumstance, the **Task** cannot be performed. This **Move** does not require a roll and is always performed as a **success**.

EXCHANGE ITEMS - When performing this **Move**, you will attempt to equip an unequipped item in your **Backpack**, by switching it with an equipped item. This only applies to **Weapons**, **Armor**, or **Tools**. Consumables may be used from the **Backpack** freely. You may also use this as a **Quick action** to take an item from an ally's **Backpack** or as a **Free Action** (once a turn) to exchange non-equipment items between each other. This **Move** does not require a roll and is always performed as a **success**.

PREPARED ACTION - When performing this **Move**, you select any **Innate Task** and perform it as a free **Reaction**. This consumes the **Action** you prepared. You also must set a condition in which to activate it, if the condition is not met the **Action** is not taken. This cannot be used on **Special Moves** or **Abilities**. This **Move** does not require a roll and is always performed as a **success**.