



Fetish Card: Simple Klaive

Bonus Traits: 3
Gnosis: 6
Damage: 1 Aggravated
Effect: _____

ST 1: _____ ST 2: _____



**Fetish Card:
Grand Klaive**

Bonus Traits: 4
Gnosis: 7
Damage: 1 Aggravated
Effect: Activate to make flaming (+2 bonus traits, +1 agg. wound); _____



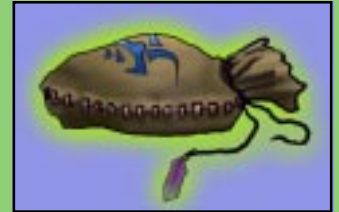
**Fetish Card:
Fang Dagger**

Bonus Traits: 3 (Short)
Gnosis: 6
Damage: 1 Lethal
Effect: Activate to double damage (4 max).

ST 1: _____ ST 2: _____

**Fetish Card:
Gnostic Bag**

Gnosis: 9
Effect: Store up to 10 Gnosis traits, which may be withdrawn at need.



ST 1: _____ ST 2: _____

**Fetish Card:
Spirit Tracer**

Gnosis: 5
Effect: Activate to be pulled toward specific spirit. Must have readied while activated.



ST 1: _____ ST 2: _____

**Fetish Card:
Wise Bag**

Gnosis: 4
Effect: Activate to determine breed, auspice, tribe or type of creature. Mental challenge to determine target's negative traits.



ST 1: _____ ST 2: _____

**Fetish Card:
Phoebe's Veil**

Gnosis: 7
Effect: Blissful Ignorance when activated. May touch things & stay unseen with static Mental vs. 7 traits.



ST 1: _____ ST 2: _____

**Fetish Card:
Sanctuary Chime**

Gnosis: 6
Effect: When activated, spirits may not Materialize within 100 feet of Chime, unless invited to do so by activator. Chime must hang free. Lasts one scene.



ST 1: _____ ST 2: _____