

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: ____



Effect: Store up to 10 Gnosis traits, which may

be withdrawn at need.



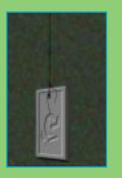
ST 1: _____ ST 2: ____

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: ____