

TRAITS & TAGS

○ _____	○ _____	○ _____	○ _____	○ _____	○ _____
○ _____	○ _____	○ _____	○ _____	○ _____	○ _____
○ _____	○ _____	○ _____	○ _____	○ _____	○ _____
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○ _____	○ _____	○ _____	○ _____	○ _____	○ _____
○ _____	○ _____	○ _____	○ _____	○ _____	○ _____

KEYS

SECRETS

Key of _____

Secret of _____

Key of _____

Secret of _____

Key of _____

Secret of _____

Key of _____

Secret of _____

Key of _____

Secret of _____

CONDITIONS

POOL

- | | |
|--|----------------------------------|
| <input type="checkbox"/> INJURED | <input type="checkbox"/> LOST |
| <input type="checkbox"/> DEAD (PRESUMED) | <input type="checkbox"/> HUNTED |
| <input type="checkbox"/> TIRED | <input type="checkbox"/> TRAPPED |
| <input type="checkbox"/> ANGRY | <input type="checkbox"/> _____ |

MAXIMUM

○○○○○○

CURRENT

When you turn a key, take an **experience point (xp)**. If you go into danger because of your key, take 2 xp. Each key also has a **buyoff**. If the buyoff condition occurs, you may permanently remove that key and replace it with a new one, and earn 5 xp.

ITEMS & APPEARANCE

XP

- Spend xp at any time to:
- 5 xp — Add a new **trait** with 3 tags.
 - 5 xp — Add a new **key** you've never had before.
 - 5 xp — Add a new **secret**.
 - 5 xp — Increase **pool maximum** by 1 (and get a **pool die**).
 - 3 xp — Unlock a **tag** on an existing trait.
 - 1 xp — Get a **pool die** (up to your pool maximum).