

Experience and Humanity

Experience:

- Experience points are gained whenever you fail a roll (6 or below), or at key junctures in the investigation (ie: finding a certain piece of evidence)
- Every 5 experience points, your character levels up. The rewards for leveling up are as follows, in this order:
 - Gain +1 to a stat (max +3)
 - Add another move to your playbook
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 - Steal another Entity's move (Standard only, No Inhuman Moves)
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Humanity

- Humanity points are a reserve of your base human essence. A person with 6 full humanity points is normal and can exist in the regular world. A person with 3 humanity shows visible signs of influence from their Entity. A person with 0 humanity has transcended humanity to become a full-fledged Avatar of their Entity.
- Some interactions require certain thresholds of humanity- for example, a person with 3 or less humanity will have disadvantage on conversations with humans. The opposite is also true, some scenarios and abilities require lower humanity scores (all inhuman abilities).
- Humanity points can be spent to immediately succeed on a roll.
- Humanity points can be earned back by going against the wishes of your Entity and performing humane acts- saving and sparing other humans or animals.