

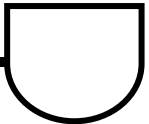
NAME

BACKGROUND

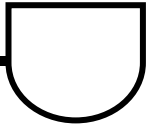
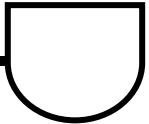
TROUBLE

EXP

RESILIENCE

BASE 

WILLPOWER **OMENS**

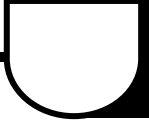
BASE  BASE 

ORIGIN ENCOUNTER-

FAILED SAVE CONSEQUENCE LEVEL			
100-71	70-41	40-11	10-01
Minor	Major	Severe	Fatal

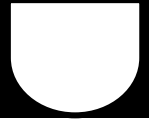
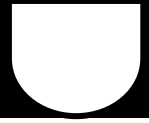
+ **SAVES**

BODY

BASE 

TRAITS


STRENGTH **SPEED**



+ **SKILLS**

CONDITIONS

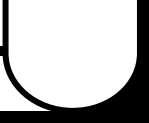
MIND

BASE 

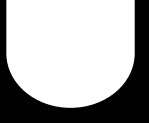
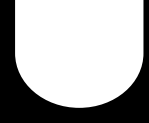
INTELLECT **KNOWLEDGE**

SPIRIT

BASE 

INSTINCT **EMPATHY**

DEATH IN DAYS HOURS MINUTES

ROLL EFFECTS

PUSH
AFTER YOU FAIL A TRAIT ROLL you may reduce the relevant Save by the difference between the Trait Roll and the Target Number to succeed instead. This cannot affect Criticals.

ASSIST
BEFORE ANOTHER PLAYER MAKES A TRAIT ROLL you may lose 3 from the relevant Save to give them Advantage.

WILLPOWER
AFTER MAKING A ROLL you may spend 1 Willpower to reroll.

OMEN
AFTER ROLLING A 100 (0,00) you may choose to either have the roll be treated as a critical failure or gain an Omen to have the roll be treated as a critical success. The GM in the future can spend your Omen to have you make a roll with disadvantage regardless of any benefits.

ITEMS & ABILITIES
