

NAME

BACKGROUND

TROUBLE

EXP

RESILIENCE

MAX

VITALITY

MAX

OBSESSION

MIN

ORIGIN ENCOUNTER-

TARGET NUMBER

TRAIT ROLL

TRAIT + SKILL – CONDITION(S)

SAVE ROLL

SAVE + RESILIENCE



SAVES

MAX

BODY

TRAITS

STRENGTH

SPEED



SKILLS

ITEMS & ABILITIES

MIND

MAX

INTELLECT

KNOWLEDGE

SPIRIT

MAX

INSTINCT

EMPATHY

ROLL
BONUS

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 one Resilience to give them Advantage

CONDITIONS

FAILED
SAVE

100-71

70-41

40-11

10-01

Minor

Major

Severe

Fatal

DEATH
IN

●
DAYS

●
HOURS

●
MINUTES