

CHECKS

Die face 4-6 = success | Must gain successes equal to Challenge | No successes = fail and things get worse

Success = you do it or you deal 1 damage

Things get worse = Mark 1 XP in linked Advancement pool > Take damage, the scene escalates, or suffer a memory

Suffer a memory = Remove 1 pt. of Will > Do not mark XP for things getting worse

Modify (+1 die to check)

Use your Approach **or** a Talent = *Approach*: Use Approach to assist you > *Talent*: Use Talent to modify a check representing what you want your Talent to do

And/or use Team Work = Aid another's action, multiple players may use teamwork, and if the Wanderer fails their check - you all suffer the consequences

Enhance the check

Use curiosa

Lower the Challenge

Use a Trick or curiosa

CONCEPT POOLS

Spend 1 point = Additional success in checks or combat

VITALITY POOLS

Health

0 Health = death or lose a permanent point of Will, suffer a memory as if things got worse. After Break regain 1 Health.

Hunger

0 Hunger = Every day you have 0 Hunger lose 1 point of Health unless another character invests 1+ points of their Hunger pool (per day) in feeding you.

Will

0 Will = ou suffer a memory as if things got worse and gain a point of Stagnation. After the Break you automatically regain one point of Will.

BREAKS AND MEMORIES

Suffer a memory instead of things getting worse: Does nothing to further a journey to Requiem.

Suffer a Break when you have 3 Resonance: Pick one of your Death Marks you'd like to unlock. At the end of the Break you unlock the Death Mark and learn a new Talent or Talent ability. ALLIES, ENEMIES, FRAGMENTS