

# **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