

PLAYERS' AID



TALK



RUN



HIDE



FIGHT

ASK QUESTIONS

to solve problems and gather information about the world around you.

ROLL DICE SPARINGLY,

only when you are doing something risky or when you try to avoid misfortune.

When you want to do something risky, **make a Stat Check**. Roll 1d100 and attempt to roll lower than your most relevant Stat. If you roll less than the Stat you succeed, otherwise you fail and take 1 Stress.

When you try to avoid or endure misfortune, **make a Save**. Roll 1d100 and attempt to roll lower than your most relevant Save. If you roll less than the Save you succeed, otherwise you fail and take 1 Stress.

You take 1 stress whenever:

You fail a Check or Save.

You draw your weapon.

Someone draws their weapon on you.

You inflict a hideous Wound.

You kill something you do not need to eat.

You take a Wound.

You cast a spell.

Come face to face with strange or terrifying entities.

When resting at a safe location, you lose 2 additional Stress whenever you:

Sleep peacefully through the night.

Share heartfelt or engaging conversation.

Eat a tasty meal.

Have good sex (consult with your group before including).

Spend a tranquil hour in nature.

Make a Panic Check when:

You roll a critical failure.

You see an ally die.

You witness more than one ally panic.

You experience a devastating setback or loss.

You see a grizzly wound or an inconceivable horror.

Most attacks automatically hit.

When making a difficult melee attack, make a Strength Check to successfully hit your target. When making a difficult ranged attack make a Speed Check to successfully hit your target.