

◆ AFRAID



Can't help or use beginners luck.

Recovery:

Ob 3 Will Check in Camp or Town.

-001

◆ ANGRY



Can't use beneficial traits.

May be a factor in any test requiring precision or social graces.

Recovery:

Ob 2 Will test in Camp or Town.

-007

◆ INJURED



-1D penalty to Nature, Will, Health, and all skill tests.

At risk of death from physical injury.

Recovery

Ob 4 Health test in Camp or Town

-004

◆ HUNGRY & THIRSTY



Subtract one (1) from disposition in any conflict.

Recovery:

Eat or drink during a moment of rest.

-003

◆ EXHAUSTED



A factor (+1 Ob) on all tests. In a versus or Ob 0 test, you suffer -1s penalty to your roll.

Recovery

Ob 3 Health test in Camp or Town
(Fatigue factors increase the Ob)

-002

FRESH



+1D to all tests.

Lost after any other condition is gained.

Recovery

You may only become fresh again in Town.

-006

◆ SICK



-1D to Nature, Will, Health, and skill tests.

Cannot practice or advance skills or abilities.

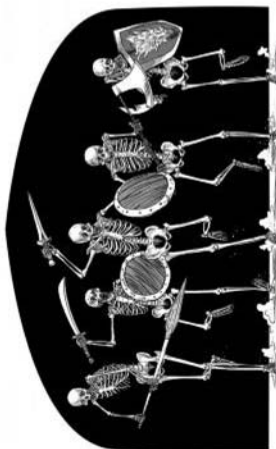
At risk of death from sickness, madness, or grief.

Recovery:

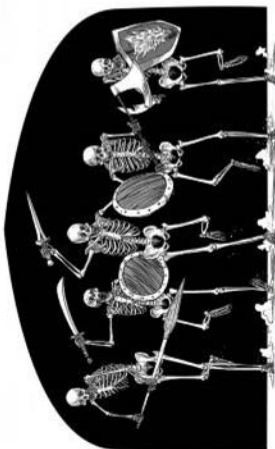
Ob 3 Will test in Camp or Town

-005

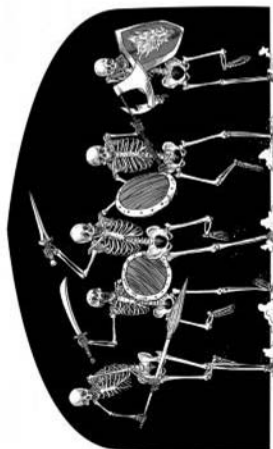
FORGOTTEN



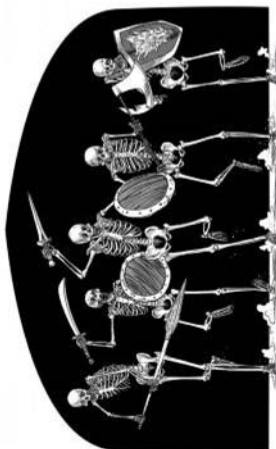
TECHNOLOGY



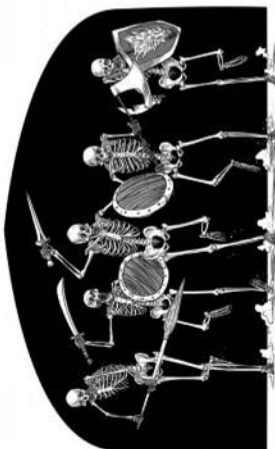
TORCHBEARER



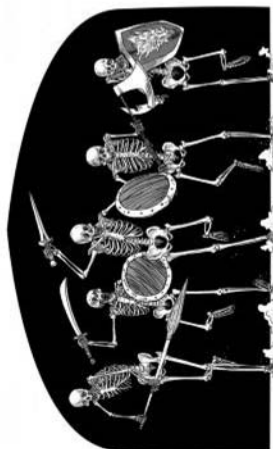
TRICHOTOMY



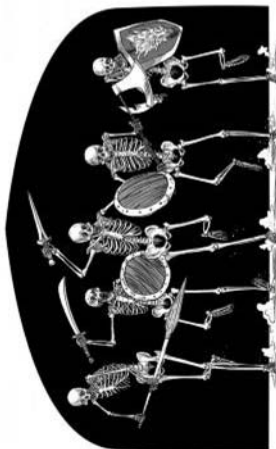
TRONCHBARRER



TORCHBURNER



TRICHOTOMY



TRANSPARENT



TORCHBEARER

