

<b>Name:</b>	
<b>Past and Description:</b>	<b>Corruption:</b>

**Resolve**



**Doom**

Start with 4 Resolve, you fail if you reach 0.      Roll challenges with 2d6. Success + 1 Resolve, Failure - 1 Resolve.      Each Doom point limits your maximum Resolve.

Use Corrupting Powers to repeat a challenge roll, but increase 1 Doom and roll to obtain a Mark of Corruption of the Mind or Body in your journey to...

# Lichdom

<b>Truths</b>
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Truths give +1 to challenges of the same nature.

<b>Companions</b>
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Companions give +1 to challenges of the same nature.

<b>Influence</b>
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Influence gives +2d6/+1d6 to challenges of the same/different nature.

<b>Enemies</b>
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Plot/Curses give a -2 to the next challenge of the same nature.

Card Type	Effect	Usage
	<b>Truth (Ace Card):</b> <ul style="list-style-type: none"> <li>• Apply +1 to all challenges of the same nature.</li> <li>• Use for Lichdom Ritual.</li> </ul>	Keep the card until Lichdom Ritual.
	<b>Narrative Events (Cards 2 to 5):</b> <ul style="list-style-type: none"> <li>• No effect on game mechanics.</li> <li>• Opportunity for world and character development.</li> </ul>	Resolve event and discard.
	<b>Scheming/Scrying (Card 6):</b> <ul style="list-style-type: none"> <li>• Swap a card between Certain and Uncertain Futures.</li> <li>• Pay cost with either 1 Doom, 1 Resolve, 1 Influence, or another Scheming/Scrying card.</li> </ul>	Keep and use between events, then discard.
	<b>Adversity Events (Cards 7 to 9):</b> <ul style="list-style-type: none"> <li>• Challenge difficulty is equal to the card number. Roll equal or above to succeed (2d6 ± Modifiers).</li> <li>• Success = Increase 1 Resolve.</li> <li>• Failure = Decrease 1 Resolve.</li> </ul>	Resolve event and discard.
	<b>Plots and Curses (Card 10):</b> <ul style="list-style-type: none"> <li>• Apply penalty of -2 to next challenge of the same nature.</li> </ul>	Keep and apply to next challenge of the same nature.
	<b>Companion (Jack Card):</b> <ul style="list-style-type: none"> <li>• Apply +1 to all challenges of the same nature.</li> <li>• Discard to neutralise a Catastrophe.</li> <li>• Discard to apply +1d6 to any challenge.</li> </ul>	Keep until discarded for extra effects.
	<b>Influence (Queen Card):</b> <ul style="list-style-type: none"> <li>• Discard to apply +2d6/+1d6 to challenges. of the same/different nature.</li> </ul>	Keep until used, then discard.
	<b>Catastrophe (King Card):</b> <ul style="list-style-type: none"> <li>• Increase 1 Doom.</li> <li>• Decrease 1 Resolve.</li> <li>• Two consecutive Arcane Catastrophes bring the end of times.</li> </ul>	Resolve event and shuffle back into the deck.