| Name: | | | | | |
|-----------------------|--|--|--|--|-------------|
| Past and Description: | | | | | Corruption: |
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |
| Resolve | | | | | Doom |

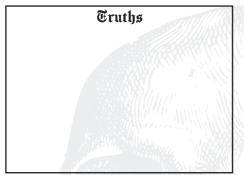
Start with 4 Resolve, you fail if you reach 0.

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...

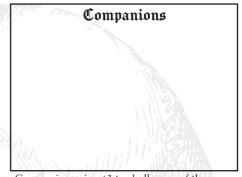
Lichdom



Truths give +1 to challenges of the same nature.



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



Companions give +1 to challenges of the same nature.



Plot/Curses give a -2 to the next challenge of the same nature.

| Card Type | Effect | Usage |
|--|--|---|
| Annua E. | Truth (Ace Card): • Apply +1 to all challenges of the same nature. • Use for Lichdom Ritual. | Keep the card until Lichdom Ritual. |
| 2 | Narrative Events (Cards 2 to 5): • No effect on game mechanics. • Opportunity for world and character development. | Resolve event and discard. |
| G Strayling | Scheming/Scrying (Card 6): Swap a card between Certain and Uncertain Futures. Pay cost with either 1 Doom, 1 Resolve, 1 Influence, or another Scheming/Scrying card. | Keep and use between events, then discard. |
| 7 Biverity 0 Biverity 0 Averity 0 Averity 0 Averity 0 Averity | Adversity Events (Cards 7 to 9): • Challenge difficulty is equal to the card number. Roll equal or above to succeed (2d6 ± Modifiers). • Success = Increase 1 Resolve. • Failure = Decrease 1 Resolve. | Resolve event and discard. |
| annug a a a a a a a a a a a a a a a a a a a | Plots and Curses (Card 10): • Apply penalty of -2 to next challenge of the same nature. | Keep and apply to next challenge of the same nature. |
| Crapation divine | Companion (Jack Card): Apply +1 to all challenges of the same nature. Discard to neutralise a Catastrophe. Discard to apply +1d6 to any challenge. | Keep until discarded for extra effects. |
| Patheners de la constant de la const | Influence (Queen Card): • Discard to apply +2d6/+1d6 to challenges. of the same/different nature. | Keep until used, then discard. |
| S. Fatherner To property 3 | Catastrophe (King Card): • Increase 1 Doom. • Decrease 1 Resolve. • Two consecutive Arcane Catastrophes bring the end of times. | Resolve event and shuffle back into the deck. |