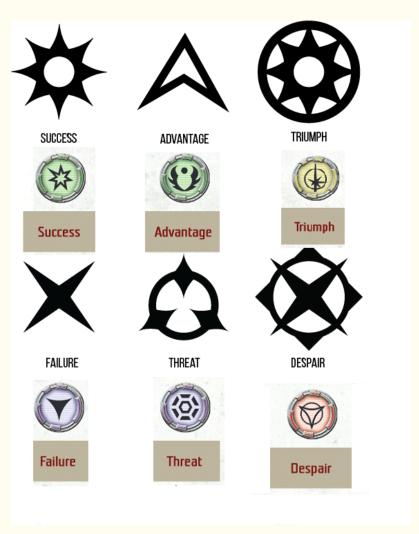
In-Universe Curses

- Curses/Explitives
 - Sparks
 - ◆ Calamity
- Insults
 - ◆ Slontze
- 1. PC
- 2. PC
- 3. NPC
- 4. NPC
- 5. PC
- 6. PC

Little conversion chart:



Positive Symbol	Effects	Relationships
☆ Success	If you have leftover ❖, you Succeed at what you were trying to do.	Canceled out by X.
A Advantage	If you have leftover A, some sort of positive side effect occurs either because of or related to your action. These do stack.	Cancels out &.
Triumph	Counts as a success, but also provides a <i>major</i> bonus.	
× Failure	If you have leftover × (or just 0 leftover successes) you fail. Multiple failures don't make you fail worse.	Cancels out ❖.
⋄ Threat	If you have leftover &, some sort of positive side effect occurs either because of or related to your action. These do stack.	Cancels out A.
⊗ Despair	Counts as a failure, but also provides a major setback.	

Dice Name	Die	Semantic Meaning
Proficiency	0	Weeks of training in something
Ability		Innate ability or affinity for something
Boost		Circumstancial bonus
Challenge		Something is actively making the action more difficult
Difficulty		Innate difficulty
Setback		Circumstancial setback