

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 ✕.
△ Advantage	If you have leftover △, 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 △.
⊗ Despair	Counts as a failure, but also provides a <i>major</i> setback.	

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