

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	🟡	Circumstancial bonus
Challenge	🟣	Something is actively making the action more difficult
Difficulty	🟠	Innate difficulty
Setback	⬛	Circumstancial setback