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- count your **Power**, with tags and statuses
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10+
Success. No Consequences

9-7
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Often, you can try to mitigate Consequences by Invoking reactive or defensive tags and statuses. Tags used in the prior action can't apply to the Reaction.

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Spend Power +1, on any Effect

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Spend your Power, only to lessen Consequences

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Suffer Consequences as is

Count Your Power

When taking the Quick or Detailed way, add the following:

- **+/-1 Power** for each relevant positive or negative tag (story or theme tags)
- **+3 Power** for burning a Power tag (scratch it out)
- **+/- the Tier** of the best and worst relevant status
- **+/- 3 Power** if Favoured/Imperilled due to **Might** (+/- 6 if Extremely)

Mark **1 Improve** for each **Weakness** tag Invoked.

Double ones always mean Consequences. Double sixes always mean Success.

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When counting Power, only count tags and statuses that are **directly relevant** (Narrator has final say). Some broad or indirect tags can be used to make a **prep action** – where you create a new, more relevant tag or status (e.g. *big satchel* helps you create the tag *handy tool*)

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Your Hero also has **single-use Relationship tags**, which describe how they view or relate to the other Heroes.

Both Fellowship tags and Relationship tags can be recovered during a Camp or Sojourn scene.

STATUSES

Like tags, but statuses have **Tiers** from 1 to 6.

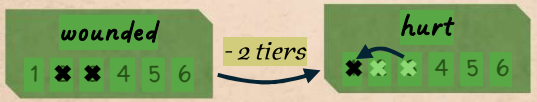
- Tier 1 = mild
- Tier 5 = overwhelming or incapacitating
- Tier 6 = deadly or transformational

You only ever add the **most helpful** and subtract the **most hindering** status when rolling.

When a status is gained, tick the numbered box (e.g. *frightened-2*). The highest ticked box is the Tier.

Statuses that are alike (e.g. physical, mystical, social, emotional) can stack together. If you gain a similar status of a tier that's already ticked, tick the next available box to the right (e.g. *cut-2* + *bruised-2* = *wounded-3*).

When you **reduce a status**, through rest, healing or status reduction, move all ticked boxes to the left by 1 tier per level of status reduction (e.g. *wounded-3* reduced by 2 tiers = *hurt-1*).



DRAWING MORE POWER (p158)

Trade Power (Detailed)

You can trade power for certainty, or vice versa.

- **Caution to the Wind:** If your Power is 2 or less, you may take -1 Power to your roll. If you get a Success, you can spend your original Power +1
- **Hedge your bets:** If your Power is 2 or more, you may add +1 to your Power. If you get a Success, spend your original Power -1.

Helping Each Other

You can add one of your tags to another Hero's Power, if you could help them directly. Otherwise, consider creating a new story tag to help them.

Acting Together

When multiple Heroes act together, one Hero rolls, but others can add one tag (or burn one tag)

Push Your Luck

After your roll, if you roll a 10+, you can accept Consequences to get a greater success (Quick) or +1 Power (Detailed)

Camping & Sojourns (p179)

Play through the following steps when your Fellowship settles down for the night or stays in lodging.

1. Expire Story Tags In Your Backpack

Review and remove any irrelevant story tags. They might have **expired**, **need maintenance**, or **lose importance** to the story.

2. Establish Your Campsite or Stay

The Narrator can create *story tags*, *statuses*, or Threats. You can also try improving your stay (e.g. *warm meal*, or *joyful songs*), but Consequences might create negative tags or statuses.

3. Describe How You Spend Your Time

Each Hero chooses 2 actions (or 3 if you accept Consequences):

✖ REST – EXPIRE STATUSES (ONCE PER HERO)

Camping: The Narrator expires *statuses* and restores power *tags* if recoverable. Some statuses may only partially recover (e.g. *wounded-3* may become *hurt-1*)
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Camping: Mark **Improve** on any one of your Themes or on the Fellowship Theme
Sojourn: Gain an improvement on any one of your Themes or on the Fellowship Theme

Even if the you don't choose to Reflect, this is a good time to look back, and see if you should mark **Improve**, **Abandon** or **Milestone**.

✖ CAMP ACTION – SPEND POWER

Count your Power for an activity(e.g. hunt, carouse, play music, divination). Play as a vignette scene.

Camping: Roll and risk Consequences, or forgo rolling and spend half your Power (rounded up)
Sojourn: As with camping, but you add +1 Power if you stay days, +2 Power (weeks), or +3 Power (months)

4. Fellowship Quality Time

Look at the Fellowship card, and decide if you should mark **Abandon**, **Improve**, or a **Milestone**. Each Hero can either recover a **Relationship** theme tag, rephrase that theme tag, or create a new tag with another Hero

5. Pack Up & Head Out

The Hero's Journey (p186)

You can develop your Hero in three ways. You mark these developments at **pivotal moments** in your Journey. Others might give you opportunities and suggestions , but the decision to advance is yours.

✖ IMPROVE

Mark **Improve** when your Theme's Weakness tags are invoked, or when you **Reflect** at camp. When you mark 3 Improve, or **Reflect** in a Sojourn, you gain an Improvement. **Rewrite or update one tag, then choose one** of the following options:

- Create a new **Power Tag** for this Theme
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- Gain a **Special Improvement** for this Theme
- Reset the **Abandon** track, **Milestone** track, or both on this Theme
- Mark **Promise**

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Each of your Themes has a Quest (**Wish**, **Truth**, **Home**, or **Question**).

You mark a **Milestone** when you make a significant step towards your Quest or act in accordance with a Quest. It can be useful to assign real goals towards each Milestone.

You may mark two or even three Milestones at a time, especially if your Quest suddenly changes or concludes.
When you mark 3 Milestones, your Theme evolves:

- Mark **Promise**, once.
- Create a new **Title Tag** for this Theme.
- Choose a new theme type (+/- **Might**).
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When you evolve a theme, you can instead replace another Theme to show how your Hero focuses more on this aspect of themselves.

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- **Discard** this Theme card.
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When you mark 5 Promise, reset the track and choose **a Moment of Fulfillment**:

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Might is a tool for emphasising power gaps between the Heroes and the Challenges they face. If a Hero faces a challenge above their Might, they might be **Imperilled** (-3/-6), or **Favoured** (+3/+6):

- **ORIGIN**, for things mundane or simple in every way. This is the baseline Might of an regular person or task
- **ADVENTURE**, for the exceptional and extraordinary people, creatures and forces
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Might can apply to many different aspects and will often vary across categories. A troll might be Adventure is size but might be Origin in Wealth.

- **Prowess or skill**: e.g. apprentice, artisan, or master
- **Size**: e.g. a human, troll or titan
- **Numbers**: e.g. a handful, a band or a horde
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Describe Your Action (p150)

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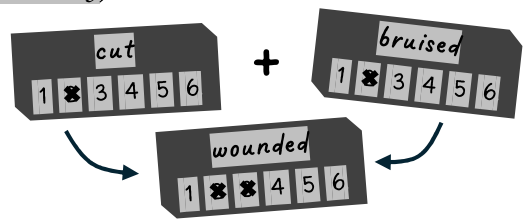

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