



Hazard

Stress

Vim

Time

Day

19
18
17
16
15
14
13
12
11
10

13
12
11
10
9
8
7
6
5
4
3
2
1
0

20
19
18
17
16
15
14
13
12
11
10
9
8
7
6
5
4
3
2
1
0

12:	13:
11:	14:
10:	15:
9:	16:
8:	17:
7:	18:
6:	19:
5:	20:
4:	21:
3:	22:
2:	23:
1:	24:

Sat
Fri
Thu
Wed
Tue
Mon
Sun

Damage	Stage	Effects	Recovery
☒☐☐☐☐	Doom1	Cannot upgrade EFFORT	Field Ritual
☒☒☐☐☐	Doom2	Cannot use Hit Location	Circle Ritual
☒☒☒☐☐	Doom3	Incapacitated and likely to die soon	Node Ritual
☒☒☒☒☐	Doom4	Certain death, imminently	High Ritual
☒☒☒☒☒	Doom5	Immediate death	—

Dooms

Dooms are very serious life threatening injuries or afflictions. You gain a Doom whenever you fail a Saving Throw and do not deal with all Damage. Each Doom has five checkboxes that indicate the Doom Stage. Check a box for each point of Damage taken for that Doom.

You can Soak 1 Damage each time you are hit, if you Raise Stress. Roleplay what you do (feel free to let your creativity run wild and take "artistic license", since this is your heroic "plot armor"). If this fully negates the Damage then you had a "near miss", otherwise you were hit but reduced the effects, such as "rolling with the blow".

Combine Dooms of the same kind, especially if they are in the same Hit Location. For example, more wounds in the same location, additional poison, more extensive burns, etc. You can Soak Damage when combining Dooms, but the Doom Stage goes up by at least 1.

New Dooms are Unstable and you take +1 Damage each time you or the GM rolls EFFORT. Anyone can attempt to use a "first aid" Action and roll to stabilize a Doom (+1 Damage on Fumble).

Healing is never instantaneous, even with magic. Healing a Doom requires months of rest or multi-hour magic healing Ritual.

Sleeping

Sleeping restores 1-5 Vim, depending on your quality of sleep. The GM decides how much Vim you regain. You regain 1 Vim for each sleep cycle, up to 4 Vim per day. Each sleep cycle is about 2 hours long. Interrupted sleep cycles do not count, but it's possible to regain Vim along the way during the night, which might be important depending on what wakes you up! If you complete all four sleep cycles then add 1 Vim if you slept at an inn or cozy, well-laden campsite.

Rituals

Rituals are complicated ceremonies that restore Vim. If you participate in a Ritual then upon completion your Vim raises to a new number based on the Ritual.

Field Rituals (5 Vim) are expedient and can take place anywhere, in minimal time (1-2 hours). Thus they are the mainstay of magic-users and priests who spend their lives on the move and can't always take the time to sleep for a full night.

Circle Rituals (10 Vim) are field rituals that involve construction of a ritual focus such as a magic circle, altar, shrine, circle of stones, dolmen, tori gate, etc. This requires preparation, time and/or potentially costly materials such as powdered silver. Circle Rituals take 3-5 hours, or more as appropriate based on what you build.

Node Rituals (15 Vim) are circle rituals within a mystic place of power such as a Node, Kalla, holy ground, etc. Node Rituals take 3-5 hours if the Node is friendly/allied, or 6-8 hours if the Node is unfriendly/hostile.

High Rituals (20 Vim) are node rituals for specific high days of the year, such as changing seasons, harvests, equinox, solstice, etc. There are a dozen High Rituals per year.