



Hazard	Stress	Vim	Hour	Day
19	13	20	12:	Sat
18	12	19	11:	
	11	18	10:	Fri
17	10	17	9:	
16	9	16	8:	Thu
	8	15	7:	
15	7	14	6:	Wed
14	6	13	5:	
	5	12	4:	Tue
13	4	11	3:	
12	3	10	2:	Mon
	2	9	1:	
11	1	8		Sun
10	0	7		
		6		
		5		
		4		
		3		
		2		
		1		
		0		

Damage	Doom Stage	Effects	Recovery
□□□	0 - "Fine"	none	After battle
☒□□	1 - Wounded	[-] EFFORT	Field Ritual
☒☒□	2 - Disabled	Using body part makes Doom Unstable	Circle Ritual
☒☒☒	3 - Death's Door	Expectant, near death	Node Ritual
☒☒☒+	Dead.	Immediate death	n/a

Dooms

Dooms are very serious life threatening injuries or afflictions. You gain a Doom whenever you fail a Saving Throw and your armor does not negate all Damage. Dooms have three Damage boxes; check one box for each point of Damage you take. Once all three are checked you are expected to die, and any further damage results in immediate death.

New Dooms are Unstable and you take +1 Damage each time you roll EFFORT. You or someone else can take an Action and roll to stabilize a Doom. Using a body part with a Doom of Stage 2+ makes the Doom Unstable again.

Combine Dooms of the same kind and Hit Location, such as another wound, additional poison, more extensive burns, etc.

Toughness Traits (e.g. "tough", "gritty", "survivor", etc.) help you to survive Dooms. When gaining a new Doom you can declare a Toughness Trait. The GM will reduce the Doom Stage by 1 if the Trait is ideal for surviving the Doom.

Healing Dooms requires months of time for natural healing, but just a few hours if using a 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.