



## Hazard

19
18
17
16
15
14
13
12
11
10

## Stress

9
8
7
6
5
4
3
2
1
0

## Vim

21	20	19	18
17	16	15	14
13	12	11	10
9	8	7	6
5			
4		3	
2		1	
0			
-1		-2	
-3	-4	-5	-6
-7	-8	-9	-10

## Clock

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

# Dooms

Each Doom has three Damage boxes corresponding to the three Stages of decline. Check a box for each point of Damage taken for that Doom, so if you take 1 Damage you have Doom1 (Doom Stage 1). Once all three boxes are checked you are expected to die soon, and additional Damage causes immediate death.

Damage	Stage	Effects	Recovery
□□□	Doom0	none	Stabilization
☒□□	Doom1	[-] EFFORT	Field Ritual
☒☒□	Doom2	Using body part makes Doom Unstable	Circle Ritual
☒☒☒	Doom3	Expectant, near death	Node Ritual
☒☒☒☒+	Doom4	Immediate death	?

- **You can Soak 1 Damage** each time you are hit. This is limited to 1 Damage per hit, cannot reduce it below Doom0, and this raises Stress. Roleplay what you do (feel free to let your creativity run wild and take "artistic license", since this is your heroic "plot armor").
- **New Dooms are Unstable** and you take +1 Damage each time you or the GM rolls EFFORT. You or someone else can take an Action and roll to stabilize a Doom. Using a body part with a Doom2 makes the Doom Unstable again.
- **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 increases by a minimum of 1 (so Soak only helps if you are taking Damage 2+).
- **Healing Dooms** requires months of time for natural healing, or just a few hours via 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 elaborate magical ceremonies that you can use to restore your Vim, invoke a Ritual Secret, and prepare an Ultimate.

1. **Field Rituals (5 Vim)** are expedient and can take place anywhere, in just 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.
2. **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 6 hours, or more as appropriate based on what you build.
3. **Node Rituals (15 Vim)** are circle rituals within a mystic place of power such as a Node, Kalla, holy ground, etc. Node Rituals take 12 hours, but are possible in as few as 6 for an allied Node.
4. **High Rituals (20-30 Vim)** are node rituals for specific high days of the year, such as changing seasons, harvests, equinox, solstice, etc. High Rituals are celebrated with cultural rituals and festivals for multiple days. You will have a dozen High Rituals per year, taking at least a day.