

NAME

CONCEPT

VIGOR ○○○○○○
○○○○○○

INSTINCT ○○○○○○
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REASON ○○○○○○
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HARM **BRUISED:** Penalty die on your next ability check. These add up - if bruised twice in a round of Bringing Down the Pain, you'll have two penalty dice.

BLOODIED: All abilities associated with pool that you took the harm from now take a penalty die. If bloodied twice in same pool, take only one penalty die.

BROKEN: To perform any action you must spend a point from the ability's associated pool, with one penalty die.

SECRETS

KEYS

Master
3

Grand Master
4

Adept
2

Competent
1

Unskilled
0

XP

Advances