

Name \_\_\_\_\_

*Attributes*

<i>Physical</i>	<i>Mental</i>	<i>Social</i>

<i>Health</i>	<i>Spirit</i>	<i>Hero</i>
CURRENT /	CURRENT /	
MAX	MAX	

Asset

Maximum die type		d12	d10	d8	d6	d4
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# The Vanishing Lands

## Checks & Saves:

Roll d20 + Asset <= Attribute

## Assets

Each appropriate Asset adds +1 to Target Number, or may tax one Asset by rolling and adding its total to Target Number. Mark die type used on character sheet Asset track.

## Uses of Spirit

- **Dig Deep** - spend Spirit after a roll to succeed
- **Enhance Ability** - spend Spirit to increase damage dealt
- **Resist Damage** - spend Spirit to reduce damage taken
- **Imbue** - attach a dying character's spirit to an object

## Recovery

Regain 1 Health, 1 Spirit, or 1 die type of a single Asset per day of rest, or roll under your highest Attribute. Add +1 for each of: companionship, food, drink, comfort.

- **Succeed** - Regain Health or Spirit equal to margin of success, or regain one die type for a single Asset.
- **Fail** - Regain nothing. Cannot test again until your next rest.
- **Roll a 1** - Immediately restore Health, Spirit, or a single Asset's dice to its maximum.

## Hero Tokens

Earn Hero Tokens for surviving encounters, achieving story/character goals, good roleplaying, heroic acts, clever ideas, etc. Spend them to:

- **Improve** - spend 10 for a permanent +1 to an attribute or spend half of the new maximum die type to improve an Asset (to d10 = 5 tokens)
- **Restore** - spend 1 to restore 1 die type to a taxed Asset, half of your max Health, or 2 Spirit
- **Create** - spend to create new Assets or influence story (GM sets cost)

*Notes*